

ROLEMASTER CLASSIC™

ICE™

#6501P



CHARACTER LAW

a character creation sourcebook

CHARACTER LAW™



Iron Crown Enterprises
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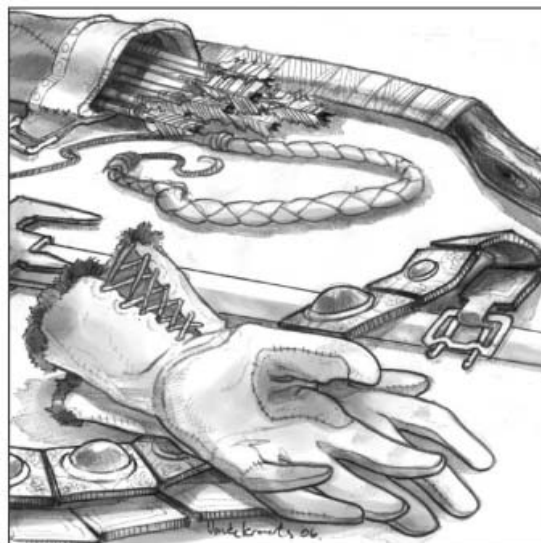
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1.0 INTRODUCTION



Welcome to *Rolemaster Classic: Character Law*. This new version of *Rolemaster* is based on the rules found in *Rolemaster 2nd Edition*—our favorite version of *Rolemaster*. It turned out that many **ICE** fans felt the same way, so we decided to make the “original” *Rolemaster* available again, via pdf, and as a special hardcover edition. Neither Tim nor I were completely satisfied with this approach however—as we reacquainted ourselves with the original books, we discovered major organizational problems and small rules inconsistencies crying out to be fixed. This proved to be a daunting task, since none of the *Rolemaster 2nd Edition* books existed in digital format. There was no way that Tim and I could fix these problems single-handed. Tim sent out a call for help on the forums, and assembled the *Rolemaster Classic* Team, a group of hardworking, dedicated *Rolemaster* fans who made *Rolemaster Classic* possible.

1.1 SOMETHING OLD, SOMETHING NEW...

What did we change? Hardcore *RM2* fans will notice two major changes in *Character Law*; the first and most obvious

is in how the book is organized. The essential rules remain basically unchanged, except for minor tweaks and places where we fixed rules inconsistencies. The second change is the absence of the “*Campaign Law*” material. We decided that *Character Law* should focus exclusively on character creation. We removed the *Campaign Law* chapters, which will become the basis for the new *RMC Campaign Law*, the fifth book to be released in the *Rolemaster Classic* line.

SPECIAL THANKS

The RMC team, the folks who worked so hard and so diligently to rework this material are the real heroes of this project. They not only took on the monumental task of re-organizing the classic rules, but they worked extremely hard in rewriting them to provide for greater clarity within the rules and to also provide a large number of examples throughout the text.

In addition to the massive amounts of work spent on clarifying the rules and re-organizing them, we have also added a lot of new optional rules to the game as well. These options can be used to customize your game to make it work the way that you want it to work. Some of the options

included are meant to make it easier for a GM to convert material back and forth between *Rolemaster Classic* and *Rolemaster Fantasy Role Playing*.

Very few actual changes were made to the rules themselves though. The largest change being the correcting and clarifications of the spell types that can be found in *Spell Law for Rolemaster Classic*.

—Tim Dugger & Heike A. Kubasch

1.2 A WORD FROM THE RMC TEAM

When Tim from ICE approached me for this project, I jumped at the opportunity. I didn't start role-playing on RM2, but it is the only game system I have continued to play as an adult. No other system has been able to compete since the day my friend Darrell placed the red cover books in my hands. This book has seen a lot of re-organization, but few changes to the actual rules. I can only hope it becomes your favorite, as the original became mine. Once Tim had me, he gathered up a crew from around the world:

Words from a Newbie: I would like to start off by saying that I am very pleased with the work that we have done on reviving this classic game system. Being new to the Rolemaster world I am quite impressed with how this system works and I am sure that you will be also. I am confident that you will be happy using this as your new favorite game system or if you are an old time gamer you can use this in place of your old wrinkled books. I think long time players will be pleased to know that we didn't change anything thing that wasn't screaming to be changed. All the rules were left as is except a few clarifications and very few changes. I would like to give special thanks to my wife, who was ever so patient, and all the other guys of the Rolemaster Classic Team. It is an amazing time we live in now where people from all over the world can work together for one common goal with almost no loss in communication.

Michael Garcia (Maikeru)

Working on a project like this is always interesting. Even though I've played various versions of Rolemaster for many years, I

still found myself saying, "Wow, is that how that is supposed to work?" I think many long time players and GMs reading this book will find the same thing. When you've played a game for so long, you have often adapted certain rules to your own liking and used them that way for so long that you don't even realize that it isn't the way they were originally written. I hope you enjoy the newly formatted book, and, as always, feel free to change anything you don't like to suit your game better!

Brent Knorr (Oblknorr)

Hello. You must be the reader. Welcome to Rolemaster Classic.

Neil de Carteret (Ned)

The "red-cover box-set" RM2 was my first introduction to role-playing of any sort, and I've never looked back. It has been a real pleasure to be involved with the reinvigoration of Rolemaster Classic - reliving all of the old memories ... I hope you all enjoy it as much as we have!

Cormac Doyle (Cormac Doyle)

Working on this project has brought back memories from my beginning days of role-playing and has made me realize, never actually reading the books until now, what on earth were we doing back then? Either way I hope the re-release of Rolemaster Classic will bring back good memories for everyone and maybe create some new ones.

Ryan Fuerst (Eiseg)

I've been roleplaying now for over 25 years, which makes me quite old in gaming terms, I started playing basic D&D then AD&D, but they didn't give me the depth and excitement I wanted from this hobby. Then a friend got hold of a copy of Rolemaster, in a boxed set with parchment sheets, huge lists of spells, a character creation system that meant you could create the character you wanted, not what someone thought you should have, and a combat system that was fast, exciting and realistic. Our very first characters took about an hour to create, then we started playing, and suddenly realized Orcs could kill you and even Kobolds were dangerous. Magic wasn't just for magicians in robes,

but there for anyone to learn, and your mage could wield a sword if they chose to. This wasn't a game for stereotype characters, but a fun recreation of reality with a fantasy twist. I was hooked.

Over the years Rolemaster has had many changes and many things added, but I still like what became known as RM2, which was the first development of the original boxed set. For me it was everything I needed in a game, with enough scope to do what I wanted, but not too much that you get bogged down in rules.

So here is a recreation of those original rules, with a few small changes to reflect how I and most others have played the game for the last 20 years. If you are new to roleplaying you will find it quite easy to pick up, if you are looking for something more realistic than you are used to this is it, without sacrificing speed and playability. If, like me your books are old and worn this is what you need to replace them with, a new version of the original Rolemaster, recreated by the people who play it.

Rolemaster is a great game, dynamic, fluid and exciting, that is a fact!

Andrew Ridgway (Ictus)

It was a birthday present to get to know about this project and an even greater gift to be invited in on it. Rolemaster has given me many great years and finally I was able to give something back. For this I would like to thank ICE, the RMC team and most of all my beloved Katharina who made all this possible!

Marian Münch (munchy)

They're a great crew, and I thank them all for the hard work they've put in. I would like to thank my wife Rose, for putting up with the disruption of my taking on this project on top of my regular job, and extend that thanks to the families of the crew, who have done the same. I'd also like to thank everyone at ICE for the opportunity to bring this book back into print. That's enough from us, move on to the meat of the book, and enjoy!

Marc Rosen (LordMiller)

1.3 WHAT IS ROLEMASTER?

Rolemaster Classic is a re-release of ICE's original *Rolemaster System*.

Rolemaster was designed to be used as a fantasy role playing (FRP) system, or as individual component systems: *Arms Law & Claw Law*, *Character Law*, and *Spell Law*. *Arms Law* is the *Rolemaster* combat system, *Spell Law* is the spell system, and *Character Law* covers character creation. The RM system is geared towards players who are looking for guidelines and material to inject into their existing games, and players who are looking for a realistic, yet playable fantasy role playing system.

Rolemaster Classic contains rules for handling most of the situations that arise in FRP games.

Character Law (ChL) is a set of rules for creating frp characters and running an frp game. It is a set of rules and guidelines for generating, developing, maintaining, and detailing the capabilities of characters to be used in a fantasy role playing environment.

Arms Law & Claw Law (AL) is a detailed combat system covering the mechanics of weapon attacks, animal attacks, martial arts attacks, moving maneuvers, fumbles, and critical strikes. It has been designed to provide a logical, detailed, manageable procedure for resolving combat between individuals and small groups. *AL* also provides a tactical sequence to be followed when resolving melees involving from 2 to 30 combatants. It integrates spell casting, missile fire, maneuvers, melee, and opportunity action.

This combat system provides 30 weapon attack tables, each of which integrates the strengths and weaknesses of one specific weapon versus 20 different armor types. Additional guidelines are given for dozens of other weapons. *AL* also provides animal attack tables and martial arts attack tables that handle all kinds of unarmed attacks. To handle specific, detailed occurrences during combat, *AL* includes a moving maneuver table, a fumble table, and 5 critical strike tables.

When using *AL*, a simple process can resolve any one attack. Make a single roll, adding any appropriate modifications, and cross-indexing the result on the appropriate attack table. If the attack is especially poor, a second roll may be required on a "fumble" table; if on the other hand the attack is especially effective, a second roll may be required on a critical table to determine specific damage. A player may kill or be killed with a single swing. Provisions are made for specific damages, such as the loss of an eye or limb, and for the results of such damage to the player, ranging from stunned inactivity to instant death.

Spell Law (SL) is the *Rolemaster* magic system. *SL* describes over 2000 spells, organized into three realms of power and keyed to 15 different professions. It provides characters with a wide variety of spell-using options. Each spell user is allowed to know a relatively large number of spells, but usually he can only cast a few in a given time frame. Real skill in play is emphasized, since the choice of a spell and its application to a given situation become the key elements of success. The spells in *SL* are organized into spell lists, each of which consists of spells, which are related, in function or base application. A spell user becomes able to cast new spells by learning an entire spell list of related spells, not by learning individual spells. Normally, a spell user will not immediately be able to cast all of the spells on a list he has just learned. Higher-level spells on

such a list will only become castable as the spell user increases his experience, knowledge and efficiency by using the lower level spells on the same list.

Spell lists are grouped into categories based upon professions and realms of power (Channeling, Essence, and Mentalism). There are 162 spell lists divided into: 15 sets of professional base spell lists (i.e. spell lists learnable only by characters in that profession), 3 sets of open spell lists (one set for each realm of power), 3 sets of closed spell lists, and 3 sets of evil spell lists.

Creatures & Treasures (CT) is *ICE's* compendium of information and statistics for three key elements of fantasy role playing: creatures, treasures, and encounters. It also includes guidelines and statistics for dozens of new races.



1.4 ROLEMASTER BASICS

In *Rolemaster*, any character may learn any skill. That is one of the basic tenets of the game that has been around since its inception. Different Professions will have different development point costs for a given skill to reflect how easy or hard it is for that character to learn that specific skill, but just as a Magician can learn to use a sword, so to can a Fighter learn how to cast spells. This core tenet is one of the things that sets *Rolemaster* apart from just about every other game system out there.

Rolemaster is also a relatively simple game overall. It has a lot of detail, and that detail can make it appear more complicated than it really is. In short, everything is resolved through the roll of percentile dice. You roll, add in your bonus, and add in any modifiers assigned by the GM and look up the result on a table to determine success or failure. It really is that simple for players.

If you are a GM, well you need to know a good bit more than the player does. Both Players and GMs should read section 1.5 How to Use *Rolemaster* and read the chapters as suggested. It will help you to understand the game before you begin playing, which is always a plus.

1.5 HOW TO USE ROLEMASTER

Since *Rolemaster* is a modular system, use the components that will enhance your game, or use the system in its entirety.

The GM should first skim *ChL*, *Arms Law*, *Spell Law* and *Creatures & Treasures* to get an overall view of the system and then read all of the rules in *ChL*, *AL* and *SL* thoroughly. The GM does not need to memorize or fully analyze all of the rules. The rules are organized so that many situations can be handled by referring to specific rules sections when they first arise.

Note: If you have rules question, then contact ICE, at www.IronCrown.com, or post a question on our forums at: www.ironcrown.com/ICEforums/index.php

The GM should also read the optional rules and decide which he feels are appropriate for his game and world system. He

should make sure that the players are clear as to which optional rules are being used and which are not to be used.

The players should read *ChL* chapters 1-2 first to get an overview of character creation and game dynamics. Then they should generate a character by following the procedure and examples outlined in detail in chapter 2, referring to chapters 3-10 for explanations of the various aspects of character creation and development.

Before play begins, the players should also read (or have explained to them) the *AL* chapters on combat, movement and maneuvers so that they will understand what their options are in a tactical (usually combat) situation. In addition, players whose characters are spell users should read (or have explained to them) the *SL* sections describing casting, in order to obtain an understanding of the spell casting process. It is not absolutely necessary for the players to immediately read the rest of the *Rolemaster* material, since much of that material is concerned with how the GM can handle the setting of the game, the plot elements, and other factors. However, a complete reading of the system will enable the players to understand the mechanisms that govern play.

If a GM (or player) wishes to "sit down and read *Rolemaster*", we suggest the following order for the standard rules: *ChL*, *AL*, and *SL*. Any appropriate tables and tables should be examined as they are referred to in the text. The optional rules are included in the sections they modify, but clearly identified as "Options" Each player should keep in mind that his GM may decide to use some of these optional rules and not to use others.

Abbreviation Note: All specific section and chapter references to *Character Law*, *Arms Law*, and *Spell Law* in this book, and in the upcoming new editions of *Arms Law* and *Spell Law*, refer to these versions of *Rolemaster* only—and **not** to the older versions of the *Rolemaster* books

In general, a specific rules section in *Rolemaster* is referenced by using the abbreviation for the appropriate set of rules, the word "section", and the appropriate section For example, this text is in *ChL*

section 1.5. If a section is referenced without a book code, it's in the rules you are currently reading, for instance this is section 1.5.

Optional Rules: All optional rules are designated by a special symbol:



OPTIONAL RULE



01-01 INDEXED SETS OF RULES

Character Law	(ChL)
Arms Law & Claw Law	(AL)
Spell Law	(SL)
Creatures & Treasures	(CT)

1.6 DEFINITIONS AND CONVENTIONS

The majority of unique terms found in *Character Law* are not described below; rather they are described when they are used in the text, the terms defined below are frequently used or are very important for using and understanding *Character Law*.

Action: An action is activity that a character may perform during a round (10 seconds).

Area Spell: An Elemental Attack spell that attacks an area rather than a specific target: Coldball, Fireball, etc.

Attack Roll: A "Roll" that is used to determine the results of a melee or missile attack.

Base Attack Spell: A spell that attacks a target, but that is not an elemental attack spell.

Base Spell List: A spell list that is learnable only by one specific profession.

Campaign: An ongoing fantasy role-playing game that takes place as a series of connected adventures, with respect to both time and circumstance.

Chance: Often an action or activity that has a chance of succeeding or occurring, and this chance is usually given in the form of #%, this means that if a roll (1-100) is made (see below) and the result is less than or equal to #, then the action or

activity succeeds (or occurs); otherwise it fails, alternately, you can roll (1-100) and add the result to the #; if the result is greater than 100, then the activity succeeds (or occurs); otherwise it fails.

Channeling: One of the realms that provides the source of power for spells (see section 3.2).

Closed Spell List: A spell list that is learnable only by the Pure and Hybrid users of the spell list's realm.

Combat Roll: See "Attack Roll."

Concussion Hits: See "Hits."

Critical Strike: Unusual damage due to particularly effective weapon and elemental attacks, the term "critical" or just "crit" will often be used instead of "critical strike".

Defensive Bonus (DB): The total subtraction from a combat roll due to the defender's advantages, including bonuses for the defender's quickness, shield, armor, position, and magic items.

Dice Roll: See Roll.

Elemental Attack Spell: A spell that creates and uses fire, cold, water, ice, or electricity to attack a target, the "elements" created by these spells are real when the spell is cast.

Essence: One of the realms that provides the source of power for spells (see section 3.3).

Experience Level (Level): A character's level is a measure of his current stage of skill development, and usually is representative of his capabilities and power.

Failure: See "Spell Failure."

Fire: (verb) To make a missile attack.
(Noun) Missile attack(s).

Fumble: An especially ineffective attack that yields a result that is disadvantageous for the attacker.

GM: The GM, judge, referee, dungeon-master, etc. the person who is responsible for giving life to an FRP game by creating the setting, world events, and other key ingredients, they interpret situations and rules; control non-player characters, and resolves conflicts.

Group: A collection of player characters.

Hits (Concussion Hits): Accumulated pain and bleeding that can lead to shock and unconsciousness (also

called Concussion Hits). Each character can take a certain number of hits before passing out (determined by his "Body Development" skill).

Hybrid Spell User: A spell user who can cast spells of two different realms. (See section 3.5)

Initiative: The factor that determines the order in which combatants resolve their attacks, i.e. the combatant with the highest initiative attacks first.

Level: See "Experience Level."

Maneuver Roll: A roll that is used to determine the results of a maneuver.

Martial Arts (MA): Forms of attack and self-defense that involve specialized mental and physical training and coordination, most unarmed and combat using weapon kata fall into this category.

Melee: Hand-to-hand combat (i.e. combat not using projectiles, spells, or missiles) where opponents are physically engaged - be it a fistfight, a duel with rapiers, or a wrestling match.

Mentalism: One of the realms that provide the source of power for spells (see section 3.4).

Missile weapon: In Rolemaster this indicates a low velocity airborne projectile, usually from manually fired weapons, such weapons include an arrow from a bow, a quarrel from a crossbow, a stone from a sling, etc. Normally, missile weapons do not include projectiles fired by explosions or other high-velocity propulsion means (e.g. guns are "projectile weapons").

Monsters: Creatures with enchanted abilities or form, and lacking both culture and a complex and tightly knit social organization; e.g. mutations or perversions of wild beasts or social beings.

Non-Attack Spell: A spell that does not attack a target.

Non Player Character (NPC): A being in a fantasy role playing game who's actions are not controlled by a player, but instead are controlled by the GM.

Non-Spell User: A character with very little spell casting capability, but with a great deal of capability in non-spell areas. (See section 3.1)

Offensive Bonus (OB): Each character has an "offensive bonus" when he is using a weapon - this OB includes bonuses for the character's stats, superior weapon, skill rank, magic items, etc. this OB is added to any attack rolls that are made when they are using that weapon.

Open Spell List: A spell list that is learnable by any profession of the spell list's realm.

Orientation Roll: A roll representing a character's degree of control following an unusual action or surprise.

Parry: The use of part of a character's offensive capability to affect an opponent's attack.

Player: A participant in a fantasy role playing game who controls one character, his player character.

Player Character (PC): A character whose actions and activities are controlled by a player (as opposed to the GM).

Power Point Multiplier (PP Multiplier): An item that increases the wielder's inherent power points (see *SL* for more details).

Power Points (PP): A number that indicates how many spells a character may intrinsically cast each day (i.e. between periods of rest) in order to cast a spell, the caster must expend a number of power points equal to the level of that spell.

Profession (Character Class): A character's profession is a reflection of his training and thought patterns; in game terms, it affects how much effort is required to develop skills in various areas of expertise.

Projectile weapon: As opposed to a missile weapon, this indicates a device that mechanically fires a high-velocity projectile (e.g. a gun).

Pure Spell User: A spell user who can only cast spells in one of the three realms. Most spell using professions fall into this category.

Realm: All spells and the power required to cast spells are classified in the three realms of power: Essence, Channeling, and Mentalism.

Resistance Roll (RR): A dice roll which determines whether or not a character unsuccessfully resists the effects of a

spell, poison, disease, or some other form of adversity.

Roll: Two 10-sided dice are used to resolve any activity requiring a "Roll"; such dice are available in most hobby and toy stores, or online, each of these dice has the numbers: 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9 these dice can be used to obtain a variety of results these various results are described at the end of this section.

Round: The time (10 seconds) required to perform one action.

Semi-spell user: A spell user with some spell casting capability in one realm, but also with considerable non-spell capabilities. A character is a Semi-spell user by virtue of his profession only; non-spell users who somehow learn spells are still termed non-spell users. (See section 3.6)

Session: A single sitting of a game adventure, a number of sessions form a campaign.

Shot: A missile attack.

Skill: Training in an area which influences how effectively a character is able to perform a particular action or activity. The term used here is to refer to abilities that are particularly applicable to FRP adventuring.

Skill Rank: A measure of the effectiveness of a specific skill.

Spell Adder: An item that allows its wielder to cast a set number of spells without expending power points (see *SL* for more details).

Spell Failure: This occurs when a particularly low roll is made when casting a spell; it indicates possible malfunction or backfiring of the spell.

Spell Level: The experience level necessary for a spell user to know or inherently cast that particular spell.

Spell List: A grouping and ordering of related spells based upon a correlation of level, intricacy, and potency of the spells, a character who has "learned" a spell list is able to cast a spell from that list if its level is less than or equal to his own experience level.

Stat (Characteristic): One of 10 physical and mental attributes that are considered most important to an adventurer in an FRP game, stats dictate how well a character develops his skills, moves, fights, takes damage, absorbs information, etc.

Static Action (Static Maneuver, SM): An action performed by a character that requires unusual concentration or thought under pressure and does not involve pronounced physical movement.

Swing: (verb) to make a melee attack. (Noun) A melee attack.



Target: The term “target(s)” refers to the being(s), animal(s), object(s), and/or material that a melee attack, missile attack, or spell attempts to affect.

Wild Beasts: Traditional animal species lacking enchanted form or abilities. They are capable of social organization, but lack culture.

DIE ROLLING CONVENTIONS

Each die used in *Rolemaster* is a 10-sided die that gives a result between 0 and 9, if two of these dice are used, a variety of results can be obtained, however, results between 1 and 100 are the primary basis of the *Rolemaster* system (i.e. *RM* is a “percentile” system).

Note: 10-sided dice can be obtained at your local hobby and game stores, or online.

PERCENTILE (“1-100”) ROLLS

1-100 Roll – Most of the rolls in *Rolemaster* are 1-100 rolls (also called “D100” rolls) to obtain a 1-100 result roll two dice together - one die is treated as the “tens” die and the other as the “ones” die (designate before rolling, please) thus a random result between 01 and 100 (a “00” is treated as 100) is obtained.

Example: *The GM asks a player to make a 1-100 roll, the two dice are rolled; the ten’s dice is a “4” and the one’s die is a “7”. Thus the result is “47”.*

Low Open-ended Roll – To obtain a low open-ended roll first make a 1-100 roll, a roll of 01-05 indicates a particularly unfortunate occurrence for the roller, the dice are rolled again and the result is subtracted from the first roll, if the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made, the total sum of these rolls is the result of the low open-ended roll.

Example: *The GM asks a player to make a low open-ended roll, and the initial roll is a 04 (i.e. between 01 and 05) a second roll is made with a result of 97 (i.e. between 96 and 00); so a third roll is made, resulting in a 03, thus, the low open-ended roll that the GM requested is a -96 (= 04 - 97 - 03).*

High Open-ended Roll – To obtain a high open-ended roll first make a 1-100 roll, a roll of 96-00 indicates a particularly fortunate occurrence for the roller, the dice are rolled again and the result is added to the first roll, if the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made, the total sum of these rolls is the result of the high open-ended roll.

Example: *The GM asks a player to make a high open-ended roll, and the initial roll is a 99 (i.e. between 96 and 100) a second roll is made with a result of 96; so a third roll is made with a result of 04, thus, the high open-ended roll that the GM requested is a 199 (= 99 + 96 + 04).*

Open-ended Roll – An open-ended roll is both high open-ended and low open-ended.

NON-“1-100” ROLLS

1-10 Roll – In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10, such a roll is referred to as a “1-10” or “D10”.

1-5 Roll – Roll one die, divide by 2 and round up (“1D5”).

1-8 Roll – Roll one die; if the result is 9 or 10, re roll until a 1 to 8 occurs (“1D8”).

5-50 Roll – Roll 1-10 five times and add the results. (“5D10”)

2-10 Roll – Roll two dice, divide each result by 2 (round up), and then add the two results to obtain the “2-10” (“2D5”) result.

Other Required Rolls – Any required rolls are variants of the above.

UNMODIFIED ROLLS (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate tables with a “UM” for example, all weapon attacks result in a fumble if the initial unmodified 01-100 rolls falls within the fumble range of the weapon.

2.0 CHARACTER CREATION OVERVIEW



Before those first fateful words from your GM can start you down the road of adventure, each person must determine the various factors that control what their individual character - their Player Character - is capable of. This is not a difficult or onerous task - very often, it is only by going through these simple steps that you get a firm concept of the skills, abilities, motivations and personality of the persona which you have set out to create.

By following the seven simple steps below, your character will soon be complete and ready for play. All you need to start this journey of discovery is a pair of ten-sided dice, some scratch paper, and the Character Record. Oh - and a pen or pencil, of course!!

Choose the Character's Profession (and Realm of Magic)

Choose the Character's Race

Determine the Character's Stats

- Temporary Stats
- Potential Stats

Determine the Character's Background, Talents and Special Abilities

Develop the Character's Skills

- Adolescence Skill Development

- Apprenticeship Skill Development

Final Character Preparation

- Total the Bonuses
- Outfit the Character

Bring the Character to Life

Various examples are provided throughout this chapter. Many of the examples are followed by a sample excerpt of the character record, to illustrate where and how the information is filled out on the sheet. A fully filled out version of the sheet can be found at the end of this section. If you have problems understanding this section, try following just the simple example from start to finish first.

2.1 THE ROLE OF THE CHARACTER

There are a variety of factors which may not require a formal mechanic, but which still affect the role of any character, and in particular a player character. These are not the capabilities of the character, nor are they restrictions on the character; instead, they are facets of their individual nature and temperament. Such factors play a crucial role in bringing a character to life,



and often make the character seem more realistic - not just to the character's player, but to the other players and the GM also. Three of the most important of these intangible factors are Personality, Motivation, and Alignment in the struggle between Good and Evil.

Personality – Many players may inject their own Personality into their character, which is very acceptable and enjoyable. However, it can be exciting, stimulating, and rewarding to embody the character with a personality other than the player's; after all, this is Fantasy Role Playing. Whatever is decided, it is important to carefully consider the character's personality.

If the Motivation and Alignment of the character serve to provide at least part of the reason WHY your character will choose to take a specific action, it is your character's personality that will color the event for those who experience it. A shy character will react very differently to an outgoing, gregarious lothario when entering an inn, even if the goal for both characters is to meet a

contact. Similarly, a brusque "quiet" means something completely different depending on whether it comes from your loquacious bard who rarely stops talking long enough for you to catch your breath or the gruff old warrior who rarely speaks at all.

Motivation – Another question that should be answered about the character is: What things motivate them? What are their objectives in the game? It may be to adventure and have a good time. It may be to amass as much gold, wealth, and magic items as possible. It may be to kill and fight. It might be to defeat evil wherever it exists, and thus make the world safe for Humanity (or any other race). It might be to defeat the good guys and gain immense power yourself. Whatever the character's motivations, it really helps to flesh them out.

Alignment – You should determine your character's philosophy, morals, and social tendencies. These factors are grouped under alignment. In most FRP settings, the easiest decision is whether your character is good, evil, or some shade of gray. The significance of this decision is dependent upon your GM and the world in which you are adventuring.

The next question is: What are the morals and philosophy of the character?

- Do they believe that the end justifies the means? This often leads to the corruption of otherwise "good" characters.
- Do they respect rigid laws? Some good characters might not, while evil ones might.
- Are they fatalistic? A good person might feel that evil will triumph regardless of whatever they may do, and as such they may come to believe that there is little or no point in resisting.
- Are they hedonistic? Good or evil, their prime concern may be to enjoy themselves.
- All of these are interesting examples; many other options exist that can add dimension and complexity to a character.



Note: All of the decisions you will be making about your character in this section will be affected by the overall concept of the game world you will be playing in. It is a good idea to discuss your character ideas with the GM, or even to go through this process with the GM's assistance. (This is especially true for new players). If your character is a poor fit with the GM's world, or somehow conflicts with the campaign concept, this will create problems. By

discussing your character with the GM up front, adjustments can be made to the character or game that will make for a better fit. The point is to have fun, so try to eliminate these problems in character generation rather than having them crop up during play, which is often disruptive.

Example 1: Chris decides he wants to play a tough guy, a proud character with a hard disposition, quick tempered and out for adventure. His character doesn't care much for rules and laws, but will stand by his friends at any cost. He likes food and drink, but would prefer a good fight beforehand.

Example 2: After talking to the GM about the world and game concept, Lauren decides that this time she's going to play a hero. Her character will be motivated by a desire to help and protect others. She will respect the law, but not blindly obey it, caring more about "the right thing" than "rules". Her character will be positive and outgoing, but a little shy in large social occasions. She dislikes violence on other beings, but this game world is inhabited by many monsters, and as a "hero", she will happily battle those.

2.2 THE CHARACTER RECORD

Before we look at the steps necessary to create your character, we need somewhere to record this information in a way that you can later refer to easily. The Character Record has places for all of the key statistics and factors that are important to a character, and can be found in the Appendix.

You may photocopy the sheet at the back of the book as often as you need, or download one of the several free versions of the sheet at the *Rolemaster* website which can be found at www.ironcrown.com. Players can use the back of the Character Record or the Money and Equipment Record (or another sheet of paper) to keep track of the character's supplies, equipment and other possessions.

The Character Record has spaces for any factor that may affect a character's bonuses and capabilities - enabling you to record skill ranks, skill bonuses, languages and spells known, height, weight, etc.). As

explained. The image below is an example of a blank Character Record, showing both sides at once:

[illegible]

2.3 CHOOSING PROFESSION, REALM & RACE

Probably the first choice that you will have to make for your character is their basic

professional mindset with which they approach life, and the race or culture from which they hail. You should note that your GM might determine that certain Professions are not ideally suited to all races or cultures.

Name: (

[illegible]

Suggested Profession/Race combinations are discussed in section 4.2 - Special Racial Capabilities.

With the material determined here and from section 2.1 above, you should have your basic character concept. This is the

idea for a character that you will use as a foundation for the rest of section 2. The following steps involve filling in the details. Try to keep your concept in mind as you make the choices and decisions that follow, and you will probably find the process flows quite smoothly.

CHOOSING YOUR CHARACTER'S PROFESSION & REALM OF MAGIC

For many people, the decisions relating to Race and Profession are inextricably intertwined. However, we recommend that you should determine your character's Profession before making a final decision on their cultural and racial background. Every character must have a Profession – this Profession reflects their basic mental aptitudes for different activities and skills. A Profession does not prevent or limit a character from learning or developing any skill, but it is representative of the sorts of skills and tasks that the character finds easier to learn, understand and execute.

There are nineteen different professions (and one optional "no-profession" profession) for you to choose from, divided below by their fundamental area of concentration. Details on the differences between the professions are found in chapter 3.

- Arms (Fighter, Rogue, Thief & Warrior Monk)
- Channeling (Animist, Cleric & Healer)
- Essence (Alchemist, Illusionist & Magician)
- Mentalism (Lay Healer, Mentalist & Seer)
- Hybrid Magic (Astrologer, Mystic & Sorcerer)
- Arms & Magic (Bard, Monk & Ranger – and the optional "No Profession" if used)

You should also choose a realm of magic for your character at this point. This is automatic for all professions except Fighters, Rogues, Thieves, and Warrior Monks. These four professions must choose Essence, Channeling, or Mentalism at this time. This choice will determine which spell lists may be learned.





Example 1: Chris definitely doesn't want to play a caster. He chooses Fighter. He has no intention of learning any magic, but must still choose a realm. He selects Channeling. His prime requisite stats are Constitution and Strength

Example 2: Lauren wants to play a caster, but something unusual, so she chooses Sorcerer. This Hybrid profession is of the realms of Channeling and Essence. Her prime requisite stats are Empathy and Intuition.

Profession	<u>Sorcerer</u>
Race	<u>Half-Elf</u>
Realm	<u>Channeling/Essence</u>

CHOOSING YOUR CHARACTER'S RACE & CULTURE

Rolemaster provides a variety of sample races and cultures, including Dwarves, Elves and Half-Elves, Halflings, Humans, Orcs and Trolls. These races vary in stature and innate abilities such as strength, speed, endurance or their resistance/susceptibility to magic. Race also determines how many languages you start out with for free. For additional information on the individual races, please refer to section 4.1 Races. It has no effect on game mechanics, but you should select your character's gender at this point.

Example 1: Looking over the races, Chris selects Dwarf as best suited to his concept. He writes his racial stat modifiers on his sheet: St +5, Qu -5, Pr -10, Em -10, Co +15, Ag -5 and SD +5. Then he writes the Racial RR modifiers down as well: Essence +40, Mentalism +40, Poison +30 and Disease +15. His character will be male.

The dwarf comes from a mountainous area, geographically far from the focus of the game. His people are a stoic, insular lot. They distrust outsiders, and assume non-dwarves are out to steal from them or harm them. They have a powerful work ethic, and depend heavily on a solid and complex network of family relations up to the Clan level. A strong sense of personal responsibility and fear of outsiders means most adults are trained warriors of one sort or another. Highly technical, they are renowned craftsmen in metal, glass and most other materials. He is an oddity, in that he has wandered so far from home, and is mixing with outsiders.

Dwarves get 2 starting languages, so he takes Dwarvish, and Dorman (The most common human language in the area the game will start in.)

Example 2: Still wanting an exotic choice, Lauren speaks to the GM and picks Half-Elf as her race. She writes her racial stat modifiers on her sheet: St +5, Qu +10, Pr +10, Co +5, Ag +5 and SD -10. Then she writes the Racial RR modifiers down as well: Essence -5, Channeling -5, Mentalism -5 and Disease +50. Her character will be female.

She decides that her Elven mother raised her character, so she grew up among the Elves of Fey. She is a rare half-breed in this game world, so she is somewhat of an outsider even in her homeland. The Fey Elvish culture is what her character grew up in. More scattered than even rural humans, the elves live in family dwellings separated miles from their neighbors in a magical forest. The culture is very low tech, using no metal at all, only natural materials like wood, stone and leather. Magic is far more common than among humans. These elves worship no god, instead communing with "The Fey", the interconnected spirits and life forces of their enchanted forest home. This explanation ties in well with the character's "Hybrid" status, her character is in tune with both the magical energies of the living world, and tapped into the spiritual side also.

Half Elves get three starting languages, she selects Fey (Elvish), Dorman (The language her father spoke, and the most common language in the area), and Kubash (A language spoken by the people to the south.)

Languages	W	S
Fey	6	6
Dorman	6	6
Kubash	6	6

2.4 GENERATING YOUR CHARACTER'S STATS

The basic mental and/or physical characteristics of your character are presented by 10 statistics (Stats). The first step to fleshing out any character concept - beyond selecting the profession and race - is to determine the character's Stats. This is done in two steps: first you determine your character's Temporary (starting) Stat Values, and then determine the Potential values of those stats. For additional information on the Stats, please refer to chapter 5.

Your character's Stats should be recorded in the Stats section of the Character Record. This section of the Character Record contains space for the Temporary and Potential values for each of your character's Stats. Addition-

ally, there is space to record the normal Stat bonus derived from the Temporary value - this is obtained from the Master Stat table (05-03) and written in the appropriate space next to the stat on the Character Record - and any racial or miscellaneous Stat bonuses that may affect it. Finally there is a space to record the number of Development Points derived from the Development Stats, and the total bonuses per Stat.

GENERATING YOUR CHARACTER'S STAT VALUES

To determine the starting/temporary stats for your character, first make 10 rolls (1-100, not open-ended) and record them on a piece of paper. Ignore rolls of less than 20; you need 10 rolls above 19. These values will be your character's temporary stats. Next, make ten more rolls (1-100, not open ended); writing them next to the temporary stats you just rolled, in the same order. (Do not discard rolls under 20 this time). The result should be a list of ten pairs of rolls in "Temporary Stat: Potential Roll" format.

Example 1: Chris rolls D100 ten times and gets: 55, 77, 81, 65, 96, 77, 48, 38, 65 and 36. His temporary stat rolls are:

55 81 96 48 65
77 65 77 38 36

He then rolls ten more times for his stat potentials, getting 22, 49, 44, 20, 98, 21, 55, 28, 26, and 85. His temporary stats and potentials are:

55:22 81:49 96:98 48:55 65:26
77:49 65:20 77:21 38:28 36:85

Example 2: Lauren rolls D100 ten times. She gets 25, 87, 76, 19, 36, 42, 47, 20, 98 and 61. Since she rolled a 19, she re-rolls and gets a 57. Her temporary stat rolls are:

25 76 36 47 98
87 57 42 20 61

She then makes the ten potential rolls, getting 22, 49, 44, 15, 98, 21, 55, 28, 26, and 85. Her temporary stats and potentials are:

25:22 76:44 36:98 47:55 98:26
87:49 57:15 42:21 20:28 61:85.

ASSIGNING YOUR CHARACTER'S STATS

You may assign the 10 generated value-pairs to the 10 Stats as you desire. This allows you to run the type of character you want (after all, the idea is to have fun). Remember, the higher the stat the more capable the character will be when performing an action using that particular stat.

Each profession has two mental or physical characteristics (Statistics, or Stats) upon which many of their skills and abilities are predicated. As such, these are noted as Prime Requisites - a character is guaranteed a value of at least 90 in each of their prime requisites. Any temporary stat assigned to your character's "Prime Requisites" may be replaced with a value of 90 - please note that this does not alter the "potential roll" associated with the temporary stat. Thus, it is often a good idea to assign the lowest temporary stats rolled to the prime requisites of the profession planned for the character.

For each of your character's stats, you should use Table 05-01 to cross-index the "potential roll" with the range into which the initial stat falls. The resulting number is the potential stat - the value to which that stat could actually rise in the course of play. Generally, this level cannot be exceeded, except perhaps with the aid of the most powerful magic.

Example 1: Chris assigns his 36:85 to St and 38:28 to Co. Both are Prime requisites for Fighter, changing those two pairs to 90:85 (St) and 90:28 (Co). He then assigns all the rest of the pairs. Resulting in:

Co 90:28 SD 55:22 Me 77:21 Qu 48:55
In 81:44 Ag 96:98 Re 65:26 St 90:85
Pr 77:49 Em 65:20

Consulting Table 05-01, he finds his Constitution potential. Using the 90-94 column (his temp in 90) he checks the 21-30 row (The potential roll is 28) and sees "-", or "No change". For Agility, using the 95-97 column (temp 96) and checking the 98 roll row, he sees his potential Agility is 100. For Self Discipline, he checks the 40-59 column (Temp 55) and the 21-30 row (Roll 22) for another "-", no change. He continues for all the stats, resulting in Temp stat/Potential stats of:

Co 90/90 SD 55/55 Me 77/77 Qu 48/71
In 81/81 Ag 96/100 Re 65/65 St 90/94
Pr 77/77 Em 65/65

He records his stats on his character sheet. Checking the temps against Table 05-03, he fills in the stat bonuses:

Co +10 SD 0 Me +5 Qu 0 In +5
Ag +15 Re 0 St +10 Pr +5 Em 0

Example 2: Lauren selects 25:22 for her Em, and 20:28 for her In. This raises the two prime requisites to 90:22 (Em) and 90:28 (In). She continues for all the stats, resulting in Temp stat/Potential stats of:

Co 76:44 SD 98:2 Me 47:55 Qu 36:98
In 90:28 Ag 87:49 Re 61:85 St 42:21
Pr 57:15 Em 90:22

Consulting Table 05-01, she gets:

Co 76/76 SD 98/98 Me 47/71 Qu 36/9
In 90/90 Ag 87/87 Re 61/88 St 42/42
Pr 57/57 Em 90/90

She writes those onto her sheet. Comparing the temps against Table 05-03, she fills in the stat bonuses:

Lauren's Character:

	Stats		Stats		Total
	Temp	Pot	Bon	+ Race + Spec =	
Co	76	76	+5	+5	+10
Ag	87	87	+5	+5	+10
Sd	98	98	+20	-10	+10
Re	61	88	0		0
Me	47	71	0		0
St	42	42	0	+5	0
Qu	36	96	0	+10	+10
Pr	57	57	0	+10	0
In	90	90	+10		+10
Em	90	90	+10		+10

Co +5 SD +20 Me 0 Qu 0 In +10
Ag +5 Re 0 St 0 Pr 0 Em +10

2.5 DETERMINING YOUR CHARACTER'S BACKGROUND

At this point in the creation of the character, you should begin to consider the background, personality, motivation, habits and quirks of your character. The clearer the image of your character is in your mind,

the easier it is to select appropriate skills and abilities. If you have not already done so, you should name your character.

You already have established the basic racial and cultural heritage of your character, but what of their personal history - their lives from the time of their birth right up until the minutes before the campaign starts? Consider your character's parents, siblings, cousins and other close relatives - your family shapes who you are, and who you wish to be, and many of the formative events in your life spring from events within the confines of your family circle.

Other people that you should consider are the teachers, mentors, family friends, childhood friends, classmates and rivals - all of the people that your character will have interacted with regularly before the game begins. Was the master with whom you apprenticed mean-spirited or generous, friendly or reclusive or just completely contrary? What did you do in your free time? Were there other classmates or apprentices with whom you spent time? What kind of things were you up to when you were together? What about former (or current) love interests - was it a case of unrequited love, or were you the next Don Juan, with several dates every night (and an irate father/cousin/brother around every corner)?

Your GM may also wish you to determine if your character possesses any special skills, attributes, status, possessions or companions that they may have obtained, inherited or earned prior to this point in their life.

Example 1: *Chris names his fighter Stongar, and writes up a bit on his family history, teachers and friends. Knowing Stongar is an odd traveler from a stay-at-home society, with the gameplay area so far from his home; it is unlikely*

that many of them will come into play. Chris decides that Stongar will tell occasional amusing stories about the people back home, and jots down a few details. Stongar's motive for leaving home was a very unusual wanderlust, a desire to see the outer world, which also made him something of an odd duck. His family predicted that he would return or die within a month, and warned of the evils of the outsiders . . . Stongar has enjoyed wandering for a few years already, and with the GM, he develops a bit of a story of how he got from home to the starting point for the game. The GM decides to allow Stongar to start the game with superior equipment, as the dwarves make the best gear in this world.

Example 2: *Lauren names her Sorceress Linthea. She grew up with her mother Rheana, never having known her father, whom she decides is deceased. She studied under the elvish lore master Veloramiir, and still sees him regularly, for among the elves, master-student relationships last a lifetime. She sketches out some relations with neighbors, human and elvish. She has an enemy, Vandomaal, a minor elf lord of the inner Fey, who hates her for her half-human*

Character Notes

She grew up with her mother Rheana, never having known her father, who she decides is deceased. She studied under the elvish lore master Veloramiir, and still sees him regularly, for among the elves, master-student relationships last a lifetime.

She sketches out some relations with neighbors, human and elvish. She has an enemy, Vandomaal, a minor elf lord of the inner Fey, who hates her for her half-human ancestry, considering her an abomination. He has never overtly attacked her, but a number of incidents that have befallen Linthea or Rheana could be traced back in his direction.

ancestry, considering her an abomination. He has never overtly attacked her, but a number of incidents that have befallen Linthea or Rheana could be traced back in his direction.

2.6 CHOOSING YOUR CHARACTER'S SKILLS

After you have chosen a race and profession for your character, and generated their stats; the next step for you is to assign their weapon skill development costs. This procedure is explained in section 7.4 - Weapon Skills. Once all of the weapon skill costs have been assigned, you will have to determine the number of development points available to you to spend for the character. This procedure is explained in section 7.2 - Development Points. Finally, you are ready to begin to spend the points. This is explained in section 7.2 - Skill Development Costs.

Example 1: The GM informs Chris that Stongar's people build excellent weapons, but prefer weapon and shield combinations, or fighting from a distance. They do not like melee weapons that tie up both hands. Chris decides he prefers missile to thrown, and likes the idea of an axe more than a hammer or mace, so he chooses the following order: One handed edged, Missile, Thrown, One handed crushing, Pole arms, Two handed. Stongar has Co 90 Ag 96, SD 55, Re 65, Me 77. Checking Table 07-02, Chris sees that 90 gives 8 DP, 96 gives 9, etc. Giving the character a total of 35 DP.

Example 2: The GM tells Lauren that Linthea's people do not use metal at all, so edged weapons fall to the end. She likes the idea of using a bow to keep enemies at a distance. She selects:

Missile, Thrown, One handed crushing, Pole arms, Two handed, One handed edged.

Linthea has Co 76, Ag 87, SD 98, Re 61, Me 47. Checking Table 07-02, she gets a total of 35 DP.

	Temp	Pot	Stats		Total	DPs
			Bon	+ Race + Spec		
Co	76	76	+5	+5	+10	7
Ag	87	87	+5	+5	+10	8
Sd	98	98	+20	-10	+10	9
Re	61	88	0		0	6
Me	47	71	0		0	5

ADOLESCENCE SKILL DEVELOPMENT

Adolescence Skill Development is the term applied to the skills and abilities that a character would develop during their childhood and early adolescence (up until the human age of approximately 14 - or the equivalent for longer or shorter-lived races). Once your character has completed this step, they will be considered to be "Level 0".

Some important skills and abilities that any prospective character should consider purchasing during their adolescence would include Body Development; Climbing; Swimming; Perception and at least one Combat Skill.

Example 1: Stongar grew up in the mountains among a highly technical people. He will be a fighter, and he spent his youth developing his warlike abilities. Consulting Table 07-03, he buys:

- 5 ranks of Maneuver in armor: Chain (10 DP)
- 1 rank of Weapon 1: Axe (1 DP)
- 1 rank of Weapon 1: Dagger (1 DP)
- 1 rank of Weapon 2: Light Crossbow, (2DP)
- 2 ranks in Climbing (10 DP)
- 1 rank of Swimming (2 DP)
- 1 rank of Perception (2 DP)
- 1 rank of Martial Arts Strikes: Tier 1 (3 DP)
- 2 ranks of Body development (4 DP).

Example 2: Linthea's youth was devoted to her study of the magical arts, and she grew up in a barely populated wilderness. Consulting Table 07-03 for the costs, she selects the following skills:

- 1 rank of Weapon 1: Short Bow (9 DP)
- 1 rank of Riding: Horse (3 DP)
- 1 rank of Perception (3DP)
- 10 ranks of Spell List Acquisition: "Detecting Ways 1-10" (10 DP)
- 1 rank of Channeling (2 DP)
- 1 rank of Body development (8 DP)

Skill	Cost	Rank	Rk Bn.	Stat Bn.
Short Bow	9	1	5	8
Horse Riding	2	1	5	10
Perception	3	2	10	5
Channeling	2	2	10	10
Body Development	2	2	20	10
Base Spell Casting				

Lauren makes her spell gain roll on "Detecting Ways 1-10" and rolls a 64, so Linthea succeeds and learns this list. (64+50=114, over 100)

FIRST STAT GAIN

In making the transition from a level 0 adolescent into a level 1 apprentice, your character gets their first opportunity to increase their stats. Experience, training and the rigors of life can cause your temp stat to rise or fall as your character progresses. Subtract each of your temporary stats from the associated potential to determine the difference between the two, then roll d100 for each stat. Consulting Table 05-02, cross index the difference between temp and potential along the top of the table with your roll along the left of the table, this will give you an "*" or a number from 0 to 15.

If the result is a number, then add it to your temp stat, this is your new temp stat until your next level gain. If the result is a 0, then your temp has not changed this level. If the result is an "*", then some mishap, injury or just plain sloth causes your temp stat to fall by double the amount rolled. (So if you rolled a 2, the temp stat drops by 4).

Stat gain only affects temp stats, you should not be making any changes to your potentials. After you have completed this process for all of your stats, re-calculate your bonuses and Development points for the new values, just like you did with your initial stats.

Example: *Stongar's temporary/potential stats are:*

Co 90/90	SD 55/55	Me 77/77
Qu 48/71	In 81/81	Ag 96/100
Re 65/65	St 90/94	Pr 77/77
Em 65/65		

Chris calculates what the differences are, and rolls for each stat:

Co 0 (62) no change
Ag 4 (76) +3
SD 0 (08) no change
Re 0 (65) no change
Me 0 (87) no change
St 4 (05) no change

Qu 23 (77) +13

Pr 0 (23) no change

In 0 (44) no change

Em 0 (55) no change

Stongar's new stats are:

Co 90/90	SD 55/55	Me 77/77	Qu 61/71
In 81/81	Ag 99/100	Re 65/65	St 90/94
Pr 77/77	Em 65/65		

He writes these onto his sheet. Checking the temps against Table 05-03, he fills in the new stat bonuses:

Co +10 Ag +20, SD 0, Re 0, Me +5, St +10, Qu 0, Pr +5, In +5 and Em 0. He gained +5 more Agility bonus, but no change in DP.

APPRENTICESHIP SKILL DEVELOPMENT

After you have completed the adolescence skill development process for your character, and your first stat gain, you will perform their apprenticeship skill development. Apprenticeship Skill Development is the term applied to the skills and abilities that a character would develop during their mid-to-late adolescence and initial training or apprenticeship in their chosen vocation (up until the human age of approximately 17 - or the equivalent for longer or shorter-lived races). Once your character has completed this step, they will be considered to be "Level 1".

Some important skills and abilities that any prospective character should consider



purchasing during their apprenticeship in addition to their key vocational skills (determined by profession) would include Body Development and at least one Combat Skill.

Example 1: *Stongar's warrior training was harsh, but with good teachers. Consulting Table 07-03, he buys:*

- 4 more ranks of Maneuver in armor: Chain (8 DP)
- 2 ranks of Weapon 1: Axe (6 DP), 1 rank of Weapon 2: Light Crossbow, (2 DP)
- 1 rank in Climbing (3 DP)
- 1 rank of Swimming (2 DP)
- 1 rank of Stalk and hide (2 DP)
- 1 rank of Perception (2 DP)
- 1 rank of Ambush (3 DP)
- 1 rank of Martial Arts Strikes: Tier 1 (3 DP),
- 2 ranks of Body development (4 DP)

Example 2: *Linthea's apprenticeship to Veloramiir focused her even more on the magical arts. Consulting Table 07-03 for the costs, she selects the following skills:*

- 1 rank of Perception (3DP)
- 20 ranks of Spell List Acquisition: "Solid Destruction 1-10" (20 DP)
- 2 ranks of Spell list acquisition: "Liquid Destruction 1-10" (2 DP)
- 1 rank of Channeling (2 DP)
- 1 rank of Body development (8 DP)

Lauren bought 20 ranks for "Solid Destruction 1-10" so Linthea automatically learns it. She makes a spell gain roll on "Liquid Destruction 1-10"

and rolls a 62, which fails. (62+15=77, less than 100).

Thus each character goes through the entire skill acquisition process (and receives the skills picked) twice before starting play. Note that the development points from these two levels may not be combined and they are treated in all ways as separate experience levels. Characters are entitled to make spell gain rolls after expending the development points for each of the two levels (thus it is quite possible for a character to begin with more than one list of spells). After completing both skill development processes, your character is 1st level and has 10,000 experience points.

2.7 FINAL CHARACTER PREPARATION

Once you have completed the preceding steps, your character is nearly ready to embark on their adventures. However, before doing so, you should total up their bonuses and ensure that the Character Record is complete.



Skill	Cost	Rank	Rk Bn.	Stat Bn.	Level Bn.	Item	Special	Special	Misc	Total	Spell List	Level	Chance
Short Bow	9	1	5	8						13	Detecting Ways	1-10	67%
Horse Riding	2	1	5	10						15	Solid Destruction	1-10	100%
Perception	3	2	10	5						15	Liquid Destruction	1-10	30%
Channeling	2	2	10	10						10			
Body Development	2	2	20	10						22			
Base Spell Casting					1					1			

OUTFITTING

Your character will begin the game with two normal weapons of your choice. They must have at least 1 skill rank in each weapon skill that applies to the weapons. Additionally, your character will begin with clothes (including cloak and boots), scabbards for their weapons, a weapons belt, and normal personal effects.

Your character will also start with some money with which to purchase any additional equipment they may be interested in (see section 6.4).

Example 1: Chris rolls a 40, giving him 90sp. He selects Axe and Light Crossbow as his initial "free" weapons. He spends almost all of his starting money on Full Chain: AT 15 (65sp), full helm (9sp), full shield (7sp) and Dagger (3sp). Stongar starts the game with only 6sp in his pockets. Per the earlier background decision by the GM, all of this gear is +5, non magical high quality dwarven craftsmanship.

Example 2: Lauren rolls a 61, giving her 111sp. Linthea has little need for starting gear, but she takes a Short bow and arrows as a free starting weapon. (Linthea only has one weapon skill, so she does not get a second free weapon.). She buys 10 doses of the herb Akbutege (30sp) and keeps the other 81sp in cash.

Item	Equipment
10 x Akbutege (30sp)	

ENCUMBRANCE

Once you have completed the provisioning and outfitting of your character, you should total the weights of all of their equipment and supplies (other than clothes and armor), rounding down to the nearest pound. If the total is over the character's weight allowance, a movement penalty will result. Refer to section 10.5 - Movement, Encumbrance & Exhaustion. (Neither of the characters given in the examples has exceeded their basic weight allowance)

TOTALING THE BONUSES

At this point you should determine and total your character's bonuses for each of their skills and other capabilities and record them on the Character Record.

Stat Bonuses – For each stat, the stat bonus is obtained from Table 05-03 and written in the appropriate space next to the stat on the Character Record. These stat bonuses are also recorded on the bonus line of any skill to which they apply (see section 5.4 and Table 05-04).

Example: Linthea's temp stat bonuses are:

Co +5 SD +20 Me 0 Qu 0 In +10
Ag +5, Re 0 St 0 Pr 0 Em +10

Her racial modifications are:

Co +5 SD -10 Qu +10 Ag +5
St +5 Pr +10

The final totals are:

Co +10 SD +10 Me 0, Qu +10
In +10 Ag +10 Re 0 St +5,
Pr +10 Em +10

	Temp		Stats		Total
	Pot	Bon	+ Race + Spec	=	
Co	76	76	+5 +5		+10
Ag	87	87	+5 +5		+10
Sd	98	98	+20 -10		+10
Re	61	88	0		0
Me	47	71	0		0
St	42	42	0 +5		0
Qu	36	96	0 +10		+10
Pr	57	57	0 +10		0
In	90	90	+10		+10
Em	90	90	+10		+10
Total DPs					_____

Skill Bonuses – Skill bonuses are the numbers added to various rolls that determine the success of events and actions during play. They represent how capable a character is at certain activities. The basic classifications for skill bonuses are the Offensive Bonuses (OB), Defensive Bonuses (DB), Moving Maneuver Bonuses (MM), and Static Maneuver Bonuses (SM). The name and development cost of each skill being developed should be written on one of the skill lines on the Character Record.

Each skill bonus is the sum of several specific bonuses, each of which has a column under "Skill Bonuses" on the Character Record Sheet. The specific bonuses include the skill rank bonus (see section 7.1), the stat bonus (see section 5.4), level bonuses (see below), item bonuses, and any special bonuses.

Example 1: Stongar gets +3 to Combat skills for level bonus.

9 ranks Maneuver in Armor: Chain (45) + Ag/St (15) = 60

3 ranks of Hand Axe (15) + St/St/Ag (15) + Combat Level Bonus (3) + Quality Sword (5) = 38

1 rank of Dagger (5) + St/St/Ag (15) + Combat Level Bonus (3) + Quality Dagger (5) = 28

2 ranks of Light Crossbow (10) + Ag/Ag/St (15) + Combat Level Bonus (3) + Quality Crossbow (5) = 33

2 ranks in Climbing (10) + Ag (15) = 25

2 ranks of Swimming (10) + Ag (15) = 25

1 rank of Stalk and hide (5) + Ag (15 stalk)/SD (5 hide) = 20 Stalk, 10 Hide

2 ranks of Perception (10) + In/Re (2) = 12

1 rank of Ambush (5) = 5

2 ranks of Martial Arts Strikes: Tier 1 (10) + St/St/Ag (15) + Combat Level Bonus (3) = 28

4 ranks of Body Development (20) + Co (25) = 45

Example 2: Linthea gets +1 to base casting for level bonus.

1 rank of Weapon 1: Short Bow (5) + Ag/Ag/St (8) = 13

1 rank of Riding: Horse (5) + Em/Ag (10) = 15

2 ranks of Perception (10) + In/Re (5) = 15

2 ranks of Spell list acquisition: "Liquid destruction 1-10" (10) she failed on this

list, but may carry these 2 ranks to try again next level.

2 rank of Channeling (10) + In (10) = 20

2 rank of Body development (10) + Co (10) = 20

She gets a +1 Level bonus to Base Spell Casting

The 10 ranks of Spell List Acquisition: "Detecting Ways 1-10" and 20 ranks of Spell List Acquisition: "Solid Destruction 1-10" dropped to zero after successful spell gain.

Special Bonuses – Several of the skills do not fall in the general pattern outlined above: Learning spell lists, Channeling, Linguistics, Body Development, and Ambush:

- Spell lists are listed on separate skill rows and are marked as either learned to a certain level or unlearned with a chance of learning.
- Channeling skill is recorded as a bonus like any other normal skill.
- Languages are listed on a separate skill row with only the skill rank recorded.
- The Ambush skill rank is a modification to critical rolls resulting from a sneak attack on the rear of an opponent (see section 7.7).

Concussion Hits – For information on how to calculate your character's Total Concussion Hits, please refer to section 5.4.

Example 1: Stongar's Co is 90. Calculate starting base hits 90/10 (round up) = 9. Dwarves roll D10s. Chris rolls a 7, 4, 8 and a 5 for Stongar's 4 ranks of Body Development. 9+7+4+8+5=33 Base Hits. Stongar has a +25 Co bonus. 125% of 33 (round down) is 41. Stongar has 41 total concussion hits.

Example 2: Linthea's Co is 76. 76/10 (round up) = 8. Half Elves roll D10s.

Skill	Cost	Rank	Rk Bn.	Stat Bn.	Level Bn.	Item	Special	Special	Misc	Total	Spell List	Level	Chance
Short Bow	9	1	5	8						13	Detecting Ways	1-10	67%
Horse Riding	2	1	5	10						15	Solid Destruction	1-10	100%
Perception	3	2	10	5						15	Liquid Destruction	1-10	30%
Channeling	2	2	10	10						10			
Body Development	2	2	20	10						22			
Base Spell Casting					1					1			

Lauren rolls a 5 and a 7 for Linthea's 2 ranks of body development. $8+5+7=20$ base hits. Linthea has a +10 Co bonus. 110% of 20 (round down) is 22. Linthea has 22 total concussion hits.

Hit Points **22**

Resistance Roll Bonuses – Certain attacks occurring during play will require a character to make a Resistance Roll to determine if or how an attack affects the character (see section 5.4). The types of attacks are Essence spells, Channeling spells, Mentalism spells, Poisons, and Diseases. The attacker's level (caster level if it is a spell, attack level if a poison or disease) is cross-indexed with the target's (defender's) level on the Resistance Roll Table 05-05 to obtain a single number. In order to successfully resist the attack, the Resistance Roll must be greater than or equal to this number.

Resistance Roll Bonuses – consist of a stat bonus, any item bonuses, and race bonuses (place in one of the special spaces). Each type of RR is assigned a line on the Character Record, allowing the appropriate bonuses to be totaled. The bonuses for the following stats affect the listed Resistance Rolls:

Example 1: *Totalling Stongar's stat and race RR bonuses gives totals of:*

Essence +30, Channeling +5, Mentalism +35, Poison +55 and Disease +40.

Example 2: *Linthea's stat and race bonuses add up to:*

Essence +5, Channeling +5, Mentalism +5, Poison +10, and Disease +60.

02-01 RESISTANCE BONUS STATS

Essence spells	Empathy
Channeling spells	Intuition
Mentalism spells	Presence
Poisons	Constitution
Diseases	Constitution
Terror/Fear	Self Discipline

Resistance Rolls — The level of the attack (spell caster, poison, disease, etc.) and the level of the target (a character, a creature, an item, etc.), determine the roll needed for the target to resist the attack. *Spell Law* describes how the Resistance Roll table is used; see *SL* for details. This process requires cross-indexing the attacker's level and the level of the defender. Thus when advancing a level, it is important for both spell users and other characters to note changes in their effective Resistance Roll.

Power Points – Characters use Power Points (PP) to cast spells. Consult the stat table 02-02 for your character's power point development stat. (Intuition for Channeling, Empathy for Essence, Presence for Mentalism) Take the number listed in the "Power Points" column, and multiply it by your character's level. This is their total Power Points.

Hybrid casters average their two PP developments stats before consulting the table for the number in the "Power Points" column and multiply it by their level. See section 7.6 For More On PPs.

Example 1: *Stongar is not a caster, but he is of the realm of channeling (In). His Intuition of 81 gives a PP factor of 1. Stongar is first level, so he has $1 \times 1 = 1$ PP.*

RRs Vs	Race	Stat	item	Spec	Misc	Total
Essence	-5	+10				+5
Channeling	-5	+10				+5
Mentalism	-5	0				-5
Disease	+50	+10				+60
Poison		+10				+10

02-02 STATS & PP

Unusual Personal characteristics such as high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat" ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Additional columns are present to indicate the number of power points/level provided by that "stat" if it is the prime requisite for his type of spell casting. Note that Character Development Statistics do not give power points; thus, each spell realm has one characteristic from which power points may be derived:

Empathy for Essence
Intuition for Channeling
Presence for Mentalism

Hybrid spell users average the statistics pertaining to their two spell using realms, and derive their spell points from this average.

1-100 Stat	Bonus on D100	Power Points
102+	+35	4
101	+30	3
100	+25	3
98-99	+20	2
95-97	+15	2
90-94	+10	1
85-89	+5	1
75-84	+5	1
60-74	0	0
40-59	0	0
25-39	0	0
15-24	-5	0
10-14	-5	0
5-9	-10	0
3-4	-15	0
2	-20	0
1	-25	0

Example 2: Linthea is a hybrid of Essence (Em) and Channeling (In). Her Em 90 and In 90 average to 90. A 90 gives a PP factor of 1. Linthea is first level, so she has $1 \times 1 = 1$ PP.

Power Points

1

OPTION 1: POWER POINTS BASED ON STAT BONUS

As all game actions are based on the bonus, rather than the stat, some GMs may choose to base Power Points on the total bonus rather than the stat. Follow the process described above, but use the PP given on the line for the total bonus after stat gain, rather than the temp stat itself. This means that racial modifications, injuries, special traits or permanent magical effects that affect PP stat bonuses can raise or lower the amount of PP the character gets each level. Bonuses above +35 should use the +35 line, and bonuses below -25 should use the -25 line.

Example 1: Molnar the Magician has a 95 Empathy, but due to a permanent curse by a god, his Empathy Bonus is only +10. Checking the +10 line on the table, we see that gives 1 PP, so at 8th level, he has $8 \times 1 = 8$ PPs.

Example 2: Harcourt the Sorcerer is a half elf, he has a 95 empathy and presence so his empathy stat bonus is +15, and his Presence Bonus is modified to +35. $(15+35)/2 = 25$. Checking the +25 row, that gives 3 PPs. $10 \times 3 = 30$ PPs.

AT, Defensive Bonus and Maneuver

Penalties – Your character has an AT based on what armor they are wearing. Defensive bonus is based on quickness stat, but may be reduced by encumbrance or armor. See section 7.3 for details on how the Maneuver in Armor skill affects both, and how to calculate DB and maneuver penalty. Shields offer DB bonus when used, and are listed on table 07-05.

Example 1: Stongar is wearing AT15, his Maneuver in Armor: Chain skill of 57 reduces the maneuver penalty from -120 to -63. His armor quickness penalty of -20 is reduced by his strength bonus of +15 because he is not encumbered, reducing it to -5. Since his Quickness bonus is already -5, this has no effect. His DB is -5. (+25 when using his shield would give him +20).

Example 2: *Linthea has no armor (AT 1) and her Quickness bonus is +10, so her DB is +10*

Level and Experience – The Character

Record provides a space to record your character's level and experience. At the end of your character's apprenticeship, they are 1st level, and have 10,000 experience points. All Combat and Magical Level bonuses should now be applied to your character.

2.8 BRINGING THE CHARACTER TO LIFE

Having completed all of the previous steps, you should now have almost all of the elements required to play your chosen character. You should have a nice collection of numbers describing your character's abilities, talents and aptitudes in a variety of tasks. When you add the personal history, personality, disposition and outlook of your character, you should have a very good feeling for how they will react in practically any situation. However, there is one factor that has thus far been overlooked - the character's physical appearance.

The physical appearance of a character can have a great bearing on the way people will react. The sort of attention you will attract when dressed as an effete member of the petty nobility is quite different to the way in which you will be treated when you are dressed as a beggar. If you have a mount

or any sort of companion - you should also determine what their overall appearance is - the impact of their appearance and actions can make all the difference. Are they unkempt, deformed or foolish? (Think of what it would be like to be followed around by Igor or Quasimodo). Are they different culturally or racially? Other examples of companions might include Don Quixote and Sancho Panza; Gilgamesh and Eabani; Sherlock Holmes and Dr. Watson. . .

Similarly, you should determine what your character actually looks like, underneath whatever apparel they chose to wear. Are they stocky and heavysset, lithe and graceful, battle-scarred or baby-faced? Many of these factors are partially accounted for by your character's race - see chapter 4 for more details. Often, when attempting to determine the physical appearance of your character, you should be guided in part by the characters "Stats". A character with a Strength of 100 is likely to have very well-defined musculature, although you should note that other factors will come into play also.

Example 1: *Stongar is 4'6", around 175 pounds of solid muscle. He has dark, almost black eyes, and black hair. His beard is full and well maintained, the ends of his moustache and chin beard are braided with thin copper wire. His gear is of quality, but of simple appearance, with no ornamentation. He wears brown grab and a grey cloak, both of wool. Chris rolls a 72 for appearance,*



-5 for Stongar's presence modification. With a 67 appearance, he is better than average looking for a dwarf. His persona is tough, with concern only for those he chooses to like, though he is a better man than he lets on.

Example 2: Linthea is 6'1" and 170 pounds. Tall and lithe, she stands out among humans. Her hair is a deep brown, and is quite pretty when down, but most often kept tied in a bun at the back of her head. Her green eyes have a slightly slitted pupil, and her pointed ears also show her elvish ancestry,

though she has earlobes like a human. Lauren rolls a 38 for appearance, +10 for Linthea's presence modification. A 48 is slightly below average, the GM explains that her half human appearance is found odd by the elves. Among humans Linthea is considered exotic and attractive, though she sees herself as plain. Her persona is quite friendly for an elf, but among humans she comes across as reserved, mysterious, and a trifle odd.



Name: **Linthea**

Profession **Sorcerer**
 Race **Half-Elf**
 Realm **Channeling/Essence**
 Lvl **1** XP **10,000**
 Ht **6'1"** Wt **170** Age **170**
 Eyes **Green** Hair **D/Brown**
 Appearance **48** Sex **Female**
 Languages W S
Fey 6 6
Dorman 6 6
Kubash 6 6

	Temp	Pot	Stats		Bon + Race + Spec =	Total	DPs
Co	76	76	+5	+5	+10	7	
Ag	87	87	+5	+5	+10	8	
Sd	98	98	+20	-10	+10	9	
Re	61	88	0		0	6	
Me	47	71	0		0	5	
St	42	42	0	+5	0		
Qu	36	96	0	+10	+10		
Pr	57	57	0	+10	0		
In	90	90	+10		+10		
Em	90	90	+10		+10		

Total DPs

Hit Points **22**Power Points **1**

RUNNING TOTAL

RUNNING TOTAL

Armour Type	AT	Defensive Bonus				Total DB
		Qu Bonus	Magic	MA	Shield	
No Armour	1	+10				+10

Weapon	Bonus	AT adjustment				
		17-20	13-16	9-12	5-8	1-4
Short Bow	+13					

Martial Art	DB	Sw/Th	Rank Bonus			
			1	2	3	4

Character Notes

She grew up with her mother Rheana, never having known her father, who she decides is deceased. She studied under the elvish lore master Veloramiir, and still sees him regularly, for among the elves, master-student relationships last a lifetime. She sketches out some relations with neighbors, human and elvish. She has an enemy, Vandomaal, a minor elf lord of the inner Fey, who hates her for her half-human ancestry, considering her an abomination. He has never overtly attacked her, but a number of incidents that have befallen Linthea or Rheana could be traced back in his direction.

Total Weight

BMR Weight Allowance Encumbrance

RRs Vs	Race	Stat	item	Spec	Misc	Total
Essence	-5	+10				+5
Channeling	-5	+10				+5
Mentalism	-5	0				-5
Disease	+50	+10				+60
Poison		+10				+10

Treasure

MP PP GP SP **81** BP CP TP Other

By Ictus

Name: Linthea

[illegible]

3.0 PROFESSIONS

3



Each character must have a profession. A character's profession reflects the fact that his early training and apprenticeship have molded his thought patterns, thereby affecting his ability to develop certain skills and capabilities. A profession does not prohibit the development of skills; it merely makes some skills harder and others easier to develop. Skills central to a profession will be cheap. Skills become more expensive as they fall further from this "Central focus" of the profession. See chapter 7 for details.

Professions also gain different Level bonuses that affect skills, making Characters develop faster in the skills central to their profession. See section 9.3 for details.

Any character can develop any skill under this system. Every profession falls into one of 6 different categories based upon its area of concentration:

- The realm of Arms (Non Spell Users)
- The realm of Essence
- The realm of Channeling
- The realm of Mentalism
- Combinations of two realms of magic (Hybrid Casters)

- Combinations of Arms and a realm of magic (Semi-Casters)

For each profession, two out of the ten stats are called the profession's "prime requisites." A character is guaranteed of having at least 90's in each of his prime requisites (see section 5.3).

OPTION 2: PROFESSIONS VERSUS REALMS OF POWER

There are three realms of power in Rolemaster: Channeling, Essence and Mentalism. Each Pure spell user and Semi-spell user profession is keyed to one of these realms of power, while each Hybrid spell user is keyed to two. Non-spell users must choose one realm to be keyed to. The profession to realm relationships given in Rolemaster are based upon considerations that may not be appropriate for certain campaign settings. A GM should feel free to vary the relationships between professions and realms to fit his campaign setting. For example, if a GM feels that Evil Clerics and not Evil Magicians should be able to summon and control Demons, he should make those changes. A few specific examples are given in Options 3 and 4 below.

3.1 PROFESSIONS OF THE REALM OF ARMS

The Fighter, Thief, Rogue and Warrior Monk concentrate primarily on acquiring the skill of the Realm of Arms. These characters have relatively easy times learning the use of weapons and the skills of maneuver and manipulation, but they will find it difficult to develop spell using ability. These professions have no training in the use of magical power and thus can only learn spells at great effort and cost (if at all according to the GM's discretion). Even then their spells are of very limited potency. If a Non-spell user does learn to cast spells, he is restricted to spells from one realm only. He makes his choice of realm during profession selection. Spell picks must come from that realm.

FIGHTER (WARRIOR)

Fighters are the primary arms specialists. Fighters will find it easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells.

Prime requisites: Constitution and Strength.

THIEF (SCOUT)

Thieves are specialists at stealth and subtlety. They have the easiest time learning mechanical skills such as picking locks and disarming traps and are fairly good at picking up weapons skills. Thieves are also unusually adept at Stalking and Hiding, Climbing and Perception. They rarely wear heavy armor, but light armor does not especially harm the exercising of their professional abilities.

Prime requisites: Quickness and Agility.

ROGUE

Rogues are characters with some expertise in thief abilities with a more specialized knowledge of arms. Normally a Rogue will be almost as good as a Fighter with one weapon of his choice. The cost, in development points, of developing his thief skills will generally not allow him to be as good in these areas as a Thief, but his flexibility is unmatched by either profession.

Prime requisites: Strength and Agility.

WARRIOR MONK (MARTIAL ARTIST)

Warrior Monks are experts at maneuvering and martial arts. Warrior Monks can learn to use normal weapons, although not as easily as others of this realm; they prefer to utilize unarmed combat using the special AL&CL Martial Arts attack tables.

Prime requisites: Quickness and Self Discipline.



3.2 PROFESSIONS OF THE REALM OF CHANNELING

Cleric, Animist and Healer are pure spell user professions that concentrate primarily on using Channeling power from their deities to create magical effects and cast spells.

Channeling is the power of the deities of a given world as channeled through their followers or other spell users. It is religious in nature and independent of the Essence. A spell user of Channeling draws directly on the power of his deity, even though this "usually" does not require the conscious cooperation of the deity. Thus spells of this realm do not necessarily reflect the nature of the deity as long as the spell user is using relatively subtle spells (i.e. healing, detection, etc.). More powerful and significant spells such as death spells and the revival of the dead might require the active consent of a deity, depending upon the campaign setting being used by the GM. Metal interferes with the drawing of power from deities, so no metal armor or helmet may be worn when casting or using a Channeling spell (any spell of this realm). In addition, only a small amount of metal may be carried on the person of a spell user of Channeling when casting or using spells; this should be determined by the GM in accordance with his campaign setting (see *SL* for more details on Channeling).

CLERIC

Clerics are the basic Channeling spell users. Clerics are pure spell users of Channeling who have concentrated in spells that require direct power from their deities. Their base spells deal directly with life: communing with deities, summoning live creatures, protection from servants of opposing deities, and direct Channeling from their own deities. These spell users are the most powerful of the spell users of Channeling, but they are also the most restricted in the sense of heeding the desires or alignment of their deity (to be determined by the GM). They have the ability to learn, albeit at heavy cost, the use of any weapon but must wear non-metal armor (if any) in order to avoid having significant amounts of metal interfere with their Channeling abilities. A Cleric, or any

user of the Channeling realm, cannot cast spells while wearing metal armor.

Prime requisites: Intuition and Memory.

ANIMIST

Animists are Pure spell users of Channeling specializing in studies and power concerning living things, both animal and vegetable (e.g. druids, Shinto priests, etc.). Their base spells deal with plants, animals, nature and weather. They generally develop the skill of riding (and controlling) animals to a high level.

Prime requisites: Intuition and Memory.

OPTION 3: ANIMISTS AS HERB SPECIALISTS

With this option, Animists receive a bonus of 1 hit point per level when administering herbs with curative properties. That is, if the normal application of a particular root heals 1-5, then a 1st level animist can cause it to heal 2-6; if the Animist is 3rd level, the root will heal 4-8. Additionally, where applicable, Animists increase the effectiveness of herbs by 1% per level.

HEALER

Healers channel power to take wounds from others and use the enormous recuperative power of their bodies to heal the wounds once taken. Healers are Pure spell users of Channeling who have concentrated on spells of self-healing and the ability to take the injuries of others upon themselves. Thus, a healer could heal a person by taking his patient's injury upon himself and then healing this injury gradually.

Prime requisites: Intuition and Memory.



3.3 PROFESSIONS OF THE REALM OF ESSENCE

Magician, Illusionist, and Alchemist are pure spell user professions that concentrate primarily on manipulating the Essence that surrounds us all to create magical effects and cast spells. Characters in these professions can acquire knowledge of things magical and how to use them relatively quickly, but they are terribly handicapped in developing arms skills since they must discipline their minds in pursuit of their profession. Like spell users generally, they are less adept than Arms Users at the skills of maneuvering and combat.

Essence is the power that exists in everyone and everything of and on a given world. It has been known in other sources as the Tao, Magic, Unified Field, The Force, etc. A spell user of the Essence taps this power, molds it, and diverts it into spells. Most powerful Essence spells reflect this and are almost elemental in nature: fire, earth, water, wind, light, cold, etc. The more inert material that is on the person of the spell user of Essence, the more difficult it becomes to manipulate the Essence. Thus, when casting or using an Essence spell no armor, heavy clothing, or helmet may be worn. When the cooperation of more than one party is necessary for the Essence spell to take effect, all parties must abide by the above restriction. (see *SL* for more on Essence)

MAGICIAN (MAGE)

Magicians are the basic manipulators of the Essence. Magicians are pure spell users of Essence who have concentrated in the elemental spells. Their base spells deal mainly with the elements earth, water, air, heat, cold and light.

Prime requisites: Empathy and Reasoning.

ILLUSIONIST

Illusionists are less able to manipulate the Essence to overpower others; instead they use magical skills to mislead them. Illusionists are pure spell users who have concentrated in spells of misdirection and illusion. Their base spells deal mainly with the manipulation of elements that affect the human senses: sight, sound, touch, taste, smell, mental impulses, and the combination of these senses. Illusionists have

advantages in Perception and Stalking and Hiding over other spell users.

Prime requisites: Empathy and Reasoning.

ALCHEMIST

Alchemists are skilled at integrating magic into the physical universe. Alchemists are pure spell users of Essence who have concentrated in spells that can manipulate matter to make items and imbed spells of all three realms – nonetheless, an Alchemist requires someone or something to cast the spell to be imbedded (if they know the spell they can do this themselves). They do have advantages over most spell users in mechanical areas, but the concentration on spells necessary for their profession prohibits them from developing these skills as rapidly as Thieves, Rogues, or even Fighters.

Prime requisites: Empathy and Reasoning.



OPTION 4: DWARVEN



ALCHEMISTS AS CHANNELING USERS

Treat Dwarfven Alchemists as Clerics (Of the channeling realm, with Cleric skill costs.) using the Alchemist base lists instead of the Cleric Base. Treat all references to "Imbed Essence" as "Imbed Channeling" and all references to "Imbed Channeling / Mentalism" as "Imbed Essence/Mentalism."

Prime requisites: Intuition and Memory.

3.4 PROFESSIONS OF THE REALM OF MENTALISM

Mentalist, Lay Healer, and Seer are pure spell user professions that manipulate their own personal Essence and the Essence immediately around them with their minds in order to perform magical functions.

Mentalism is the power of the Essence channeled through the mind of the spell user, who in effect acts as a very, very minor deity for these purposes. Thus, Mentalism is a very personal power, and even the most powerful spells are usually limited by the senses and perceptions of the spell user. Similarly, such spells are usually limited to affecting the caster or one particular target. Any head covering interferes with the power of Mentalism spells, so no head covering (especially helmets) may be worn while casting or using a Mentalism spell. (See *SL* for more details on Mentalism.)

MENTALIST

Mentalists are the basic spell users of Mentalism who have concentrated on spells that deal with the interaction of minds. Their base spells deal with the detection of mental presence, mental communication, mind control, mind attack, mind merging, and sense control.

Prime requisites: Self Discipline and Presence.

LAY HEALER

Lay Healers can aid the recuperative powers of others. Lay Healers are pure spell users of Mentalism who have concentrated on spells that heal people and animals. Their base spells deal with the specific healing of certain diseases and injuries: organs, blood, muscles, bones, and concussion hits.

Prime requisites: Self Discipline and Presence.

SEER

Seers are information-gathering specialists. Seers are pure spell users of Mentalism who have concentrated on spells that gain information through the use of mental spells. Their spells deal with recognition, and the control and modification of the senses.

Prime requisites: Self Discipline and Presence.

3.5 PROFESSIONS THAT COMBINE TWO REALMS OF MAGIC

Sorcerer, Mystic, and Astrologer are Hybrid spell user professions, each of which combines some of the powers of two different realms of magic. They can obtain the power of the most potent pure spell user only in a very restricted set of spells. However, they are much more flexible since they have access to two realms of power. When a Hybrid spell user casts a spell, they must abide by the restrictions of that realm of power (only). For example, when casting a Mentalism spell, a helmet cannot be worn. When casting one of the spells from their hybrid base lists, they must abide by the restrictions of both realms. (see *SL* for more detail on Hybrids)

SORCERER

Sorcerers are Hybrid spell users who combine the realms of Essence and Channeling, concentrating on spells of destruction. Their base spells deal with the specific destruction of animate and inanimate material.

Prime requisites: Empathy and Intuition.



MYSTIC

Mystics are Hybrid spell users who combine the realms of Essence and Mentalism; they have concentrated on subtle spells of misdirection and modification. Their base spells deal with personal illusion as well as the modification of matter.

Prime requisites: Empathy and Presence.

ASTROLOGER

Astrologers are Hybrid spell users who combine the realms of Channeling and Mentalism; they have concentrated on spells that pertain to gathering information. Their spells deal with detection, communing, recognition and communication.

Prime requisites: Presence and Intuition.

3.6 PROFESSIONS THAT COMBINE ARMS AND MAGIC

Bard, Monk and Ranger are professions that combine the use of arms with a rudimentary knowledge of spells. These "semi-spell users" (see SL for more information on Semi casters.) combine a realm of power with the realm of Arms. These professions can only throw spells of limited potency, but are fairly adept in the use of arms. Generally, these characters are inferior to Fighters in the use of arms and to spell users in the use of spells, but they have the ability to combine the advantages of both to meet a variety of needs.

MONK

Monks are semi-spell users who combine the realm of Essence with the realm of Arms. Their base spells deal with personal movement and the control of their own body and mind, while their arms capabilities are concentrated in unarmored, unarmed combat.

Prime requisites: Empathy and Self Discipline.

RANGER

Rangers are semi-spell users who combine the realm of Channeling with the realm of Arms. Their base spells deal with operating in the outdoors and manipulating the element (weather).

Prime requisites: Intuition and Constitution.

BARD

Bards are semi-spell users who combine the realm of Mentalism with the realm of Arms. Their base spells deal with sound, lore, and item use.

Prime requisites: Presence and Memory.

OPTION 5: MENTALISM MONKS & ESSENCE BARDS: THE "MONK / BARD" CONTROVERSY

One profession versus realm controversy (at least within ICE) involves Monks. In Rolemaster, Monks are Essence Semi-spell users, because Essence spell users cannot normally wear armor while casting spells. This would tend to direct Essence semi-spell users (Arms and Essence) into the Martial Arts that do not normally involve weapons or armor. This line of reasoning (called the Charltonian view) is countered by the common view in our world (e.g. Kung Fu, eastern mysticism, etc.) of Monks as Martial Artists whose mental discipline and control lead to Mentalism type powers (called the Amthorian view).



Those wishing to follow the Amthorian view should make Monks Mentalism semi-spell users and make Bards Essence semi-spell users (to balance things).

Alternatively, for less fanatic followers of the above views, a GM can have two types of Monks: Monks drawing their power from Essence and Monks drawing their power from Mentalism. Each Monk character would have to choose one of the two realms at first level. Similarly, a GM can have two types of Bards.



OPTION 6: THE "NO PROFESSION" PROFESSION



Character Law normally requires each character to have a profession, reflecting how their early training and life have molded their thought patterns. Some GMs may find this too artificial and rigid, while

others may want to introduce the concept of a character without a profession. To these ends, this optional rule introduces the concept of the character with the "no profession" profession.

Some GMs may want to have all their characters use this profession; others may want their players to have it as an optional profession for characters with a special background, and some GMs may not want to use it at all. All the normal *Character Law* rules apply, and we suggest that the "no profession" character choose one realm of power for his spells and learn spell lists as a semi-spell user. The GM may or may not want to allow access to base spell lists. A "no profession" character has the following costs for skill development:

03-01 THE "NO-PROFESSION" PROFESSION			
Maneuvering in Armor:		Magical Skills:	
Soft Leather	1/*	Spell Lists	5/*
Rigid Leather	2/*	Runes	3/6
Chain	3/*	Staves & Wands	3/6
Plate	4/*	Channeling	3/6
		Directed Spells	3/6
Special Skills:		General Skills:	
Ambush	3/6	Climbing	3/6
Linguistics	2/*	Swimming	2/6
Adrenal Moves	2/6	Riding	2/6
Adrenal Defense	15	Disarming Traps	3/6
Martial Arts	3/6	Picking Locks	3/6
Body Development	2/6	Stalking & Hiding	2/6
		Perception	2/6
Weapon Skills:		Secondary Skills:	
	3/6; 3/6; 4; 5; 6; 7	All at	2/6

4.0 RACE AND CULTURE



The races described in this chapter are typical fantasy races that are found in various literature and games. A GM should examine each race carefully before including it in their campaign - not all of these races are suitable for all settings. GMs should also feel free to customize races to fit their setting, or to create new races. In addition, *ICE's Creatures & Treasures* provides descriptions and statistics for dozens of other races.

4.1 RACES

This chapter includes seven sample races. The information on each race is intended to serve as a guideline for developing both player characters and non-player characters.

Table 04-01 provides racial abilities and characteristics for these sample races. All of the modifications given on Table 04-01 are optional and should be carefully examined and molded by a GM to fit their world system.

HUMANS

Of mortal men there are basically two kindreds: the semi-mythical "High" Men and the more normal Common Men.

High Men tend to be even taller than Elves (6'-7' tall), but heavier-boned and physically stronger, although less nimble than the Elven-kind. The lifespan of the high men is quite long, up to 250-300 years in those of pure descent. They are great warriors and builders of empires, for their initiative matches their physical stature.

Common Men are shorter (5'6"-6'4" men; 5'-5'10" women) and stockier of build as a rule, and their hair and eyes run the entire spectrum of normal shades. They are less lordly in appearance than the high men, and the males often wear beards or mustaches, as opposed to their brethren who are most often clean-shaven.

DWARVES

Probably the "toughest" physically of the races, the Dwarves are short (the males 4'5" tall, the women slightly less), stocky and ruddy of complexion, with deep-set eyes and dark wiry hair and beards (the latter they are quite proud of, and grow long, braiding them elaborately). Dwarves also are very resistant to poisons and disease, and have exceptional life spans (to 400

years). They have superior dark sight, able to see far in caves that a human would consider pitch black (up to 50' in even the most dimly lit cavern), but not as well as Elves outdoors.

They are superior craftsmen and love to mine the earth for precious gems and metals, forging them into weapons of strength and artifacts of beauty and power. Not as fertile as humans, they have few children; and less than a third of their people are women, who are guarded jealously within their cavernous halls.

ELVES

Though basically similar to mortal men in most ways, Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender: the male height averaging between 6' and 6'10", yet weighing but 150-200 pounds, respectively. The women of the Elves range from 5'6" to 6'2", and are also slim. Elven men have no facial hair, and as a rule, they have less body hair than humans. Generally, Elves are fairer in appearance than their mortal brothers, having finer features, unmarred skin, and pointed ears with no earlobes.

Resistant to extremes of natural heat and cold, their clothing is usually for

decoration, camouflage, or perhaps, modesty. Their senses are extremely keen, especially their hearing, and sight: they are able to see on a clear, star-or-moonlit night, as if full daylight. Their vision is correspondingly restricted with less light, down to but a few feet in what a man would call pitch black. Perhaps most importantly: Elves do not age or grow old; and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal (excepting violent death).

There are three kindreds of the Elves:

Fair Elves, highest and most lordly, have hair of golden blonde, blue eyes, and fair skin. They project a visible aura at all times. They are, as a rule, musically talented, and wear garments of white, silver and gold.

High Elves are sturdier of build (yet still more slender than humans). The High Elves are darker: their complexions are as if tanned, and their hair is black or dark brown, with few exceptions. Their eyes can be of any color, although brown or hazel predominates. These Elves are the builders and craftsmen of the kindreds, most skilled in fine metalwork: weapons, armor and beautiful jewelry. Their jewel craft is also unsurpassed. The High Elves are



the most likely to live in cities, building graceful, marble-walled towns for themselves. They are also the most curious – possessed with a desire to learn all about their surroundings at any cost, which has more than once caused members of their race to fall from the path of light.

Wood-Elves are more numerous and rustic than their brethren. They tend to be ruddy of complexion, with sandy hair and blue or green eyes. Not as tall as the other groups, they are still quite light of build, and very adept at moving silently, especially in the forest. They are also musically talented, although not as much so as the Fair Elves. Their forest green or brown clothes are more functional in design than the draped robes and tunics of the Fair Elves and less elaborate than that preferred by the High Elves.

HALF-ELVES

Members of this race have one Human and one Elf parent. They must choose relatively early in life whether they shall be mortal (and of men) or immortal (and of Elven kind). Should they choose immortality, they follow the lifestyle and course of their Elven parent. They are akin to “High Men,” for the latter may, depending on race and game setting details, have varying degrees of Elven blood.

HALFLINGS

Smallest of the speaking people, Halflings average 3'-4' in height, and tend to be fat. They have large, hairy feet – hairy to the point of being “furry” – which are almost immune to cold, and so they always go about barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time eating at inns and friends' houses. They are able to move quietly, and have a high level of Agility (manual dexterity). Halflings also are possessed of an amazing constitution, and can resist even the most powerful magical and physical damage for extended periods.

ORCS

Generally, Orcs grow to be about 4'-5' tall, with thick hides and grotesque, fanged faces. They are very heavy of build, as they are bred as warriors and laborers. With few exceptions, they cannot stand daylight, and are blinded by the unshielded sun. Only at night can they see well (with sight like the Elves). They are without exception cannibalistic, bloodthirsty and cruel, wielding curved scimitars and wicked axes.

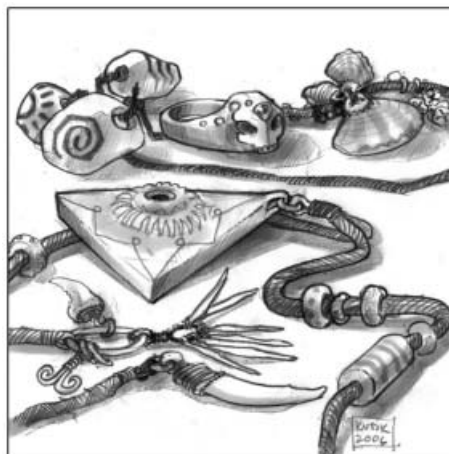
Note that Orcs are stellar smiths. Their ability to work with metal is hardly paralleled. Although the appearance of their items is often poor, the performance is excellent. They rarely make items unassociated with fighting.

Greater Orcs are those most carefully bred and grow to be about 6' tall. They are rare and much superior. Their abilities include speech, organization, reason, and fighting, which are better than those of the normal (or lesser) Orcs.

TROLLS

Trolls are as strong as the stone from which legend says they were made. They are huge and immensely strong, (usually about 10' tall) but stupid and slow-moving, hating all other creatures. Trolls are divided into several types (based on their location): **Hill, Cave, Snow, and Stone Trolls**, the last being the most common. Most Trolls cannot stand the light of day, in fact, some say they revert to the stone of their substance in sunlight. Treat bare troll skin as half hide plate (AT 11).

For more race choices, and more information on the races above, see the “races” chapter of *CT*.



4.2 SPECIAL RACIAL CAPABILITIES

The chief racial factors affecting a character are given in Table 04-01:

Certain races will have advantages in certain of these areas, but penalties in others. For example, Elves might have superior stat bonuses to men but if they are injured the effects are much more serious.

- First, race determines the number of rounds after death that the soul leaves the body (see section 10.9).
- Second, a number is given that is to be added to the column used for the stat deterioration roll as described in section 10.9. In effect adding this factor to the column number increases the rate at which stats deteriorate after death.
- The third factor is a multiplier for recovery times from injuries. This

04-01 RACE ABILITIES

04-01 RACE ABILITIES																					
RACE	STAT BONUS MODIFICATIONS										RR MODIFICATIONS					HEALING AND INJURY					
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	Ess.	Chan.	Ment.	Poi.	Dis.	Soul Dep.	Stat. Det.	Rec. X	# Lang	Dice Type	Max. Hits
Common Men	+5	0	0	0	0	0	0	+5	0	0	0	0	0	0	0	12	0	1x	2	D8	120
High Men	+10	-5	+10	0	0	+10	-5	0	0	0	-5	+5	-5	0	0	10	0	0.7x	3	D10	150
Half-Elves	+5	+10	+10	0	0	+5	+5	-10	0	0	-5	-5	-5	0	+50	3	0	0.7x	3	D10	150
Wood Elves	0	+5	+5	0	+5	0	+10	-20	+5	0	-5	-5	-5	+10	+100	3	+2	1.5x	3	D8	100
High Elves	0	+10	+10	0	+5	0	+5	-20	+5	0	-5	-5	-5	+10	+100	2	+4	2x	4	D8	110
Fair Elves	0	+15	+15	0	+5	0	+5	-20	+5	0	-5	-5	-5	+10	+100	1	+6	3x	5	D10	120
Dwarves	+5	-5	-10	0	-10	+15	-5	+5	0	0	+40	0	+40	+20	+15	18	-1	0.5x	2	D10	120
Halflings	-20	+10	-15	0	-5	+15	+15	-10	0	0	+50	0	+40	+30	+15	18	-1	0.5x	2	D8	80
Normal (Lesser) Orcs	+5	0	-5	-10	-5	+5	0	-10	-10	-5	0	0	0	0	+5	1	0	0.5x	1	D8	80
Orcs (Greater)	+10	0	-5	-5	-5	+10	0	-5	-5	-5	0	0	0	+5	+10	1	0	0.5x	1	D10	120
Trolls	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	0	0	0	+10	+10	1	0	0.5x	1	D10	250

Stat Bonus Modifications – The modifications to stat bonuses are in addition to the bonuses described in section 5.4 and detailed in Table 05-03. For example, a High Man and a Halfling could both have 99 Strengths; even though the high man was 6'7" and the Halfling was 3'4". However, due to the stat bonus modifications given in Table 04-01, the High Man's bonus due to Strength is +30 (+20 normal for 99 St + 10 due to race), while the Halfling's bonus due to Strength is 0 [+20 normal for 99 St + (-20) due to race]. Stat bonuses may become negative through such modifications.

Resistance Roll Modifications – Resistance Roll modifications are added directly to the Resistance Roll made against the appropriate spell, poison, or disease. (See section 5.4)

Death and Injury Modifications – There are three different modifications to the effects of death and/or injury.

number is multiplied by the normal recovery time given in section 10.8, resulting in the recovery time for a particular race.

Languages – The number of languages given is the number of starting languages for a character of the given race. The level to which these languages are known will depend upon the character and his background.

Professions – Races with stat bonuses in the prime requisite stats of a profession will find it easier to excel, while those with stat penalties in the prime requisites will find themselves handicapped in using the primary abilities of their profession. To assist new players in avoiding pitfalls, the following combinations have no handicaps due to racial stat modifiers:

Common Men: Fighter, Thief, Rogue, Warrior Monk, Magician, Illusionist, Alchemist, Cleric, Animist, Healer, Mentalist, Lay Healer, Seer, Sorcerer, Mystic, Astrologer, Monk, Ranger and Bard.

High Men: Fighter, Magician, Illusionist, Alchemist, Cleric, Animist, Healer, Mentalist, Lay Healer, Seer, Sorcerer, Mystic, Astrologer, Monk, Ranger and Bard.

Half-Elves: Fighter, Thief, Rogue, Magician, Illusionist, Alchemist, Cleric, Animist, Healer, Sorcerer, Mystic, Astrologer, Ranger and Bard.

Wood Elves: Fighter, Thief, Rogue, Magician, Illusionist, Alchemist, Cleric, Animist, Healer, Sorcerer, Mystic, Astrologer, Ranger and Bard.

High Elves: Fighter, Thief, Rogue, Magician, Illusionist, Alchemist, Cleric, Animist, Healer, Sorcerer, Mystic, Astrologer, Ranger and Bard.

Fair Elves: Fighter, Thief, Rogue, Magician, Illusionist, Alchemist, Cleric, Animist, Healer, Sorcerer, Mystic, Astrologer, Ranger and Bard.

Dwarves: Fighter, Cleric, Animist, Healer and Ranger.

Halflings: Thief, Cleric, Animist, Healer and Ranger.

Lesser Orcs: Fighter, Thief and Rogue.

Greater Orcs: Fighter, Thief and Rogue.

Trolls: Fighter.

Note: Use of optional professions or profession changes like the "Dwarven Alchemist" or "No Profession" are not taken into account above. (See chapter 3 for details on profession options.)

4.3 CULTURE

The place your character grew up and the people who lived there determine their cultural background. This is similar to national origin in the real, modern world. If your character grew up as the child of a peasant in a rural feudal culture, they will be different than a character that grew up as the child of a fisherman in an urban despotic culture, even if you are both of the same race and profession. Factors like language, skill preferences, weapon preferences, religion, general outlook, prejudices, and many others will be affected by the culture your character was raised in.

Example: Molnar the Magician was raised by his merchant parents in Westin, a mid sized city on the frontier of the prosperous Kingdom of Dolman. As the city lies on the border of both Karpath and

Fey, he might choose to learn the Languages of Karpathian and/or Elvish in addition to his native Dolman. Westin is a city, but a small one on the edge of the kingdom, so Molnar will have access to urban and culture skills, but it's unlikely he spent much time at high culture events like ballroom dancing or opera, more common deeper in the kingdom. The frontier is somewhat wild, so outdoor skills like riding would be fairly common. Hunting and trouble with the goblins in the mountains means that most adults in this area know at least one weapon skill, typically staff and/or short bow. Only nobles are allowed to carry swords, and only soldiers are allowed crossbows, so neither skill is likely. Hatred for Goblins is commonplace, Elves are considered mysterious, and Karpathians are distrusted as shady traders. Molnar is likely to share those prejudices. The worship of Geran is universal in the area, so that is likely Molnar's religion, unless he or his family are members of a secret cult. The general society in the area is optimistic, fond of risk taking, loyal to the local Duke,



and distantly happy with their King. It is always possible that Molnar is an outsider in his own home, sharing few or none of the traits above, but even as a dissident, knowing the nature of the culture he is rebelling against will help in shaping his personality and character generation choices.

4.4 LANGUAGES

Language can be a unifying element among groups with varying racial or cultural backgrounds. On the other hand, it can also be a barrier that can lead to the destruction of a hearty group of adventurers. Since most worlds embrace a number of tongues, and few characters know all the

04-02 LINGUISTICS TABLE

All trait development in this area is broken down into two categories: mastery of the spoken word and reading ability. In order to achieve a semblance of fluency in a language a character must advance to 5 or 6 stages (picks, boxes, etc.) in each area. Beyond that point, the character can refine his language skills so that he can translate more complex speech and writings, understand changes in dialect, and get a feel for subtle patterns that more learned natives may employ.

Skill Rank	Conversational Ability Reading	Reading & Writing Ability
1	Allows recognition of the language when spoken.	Allows recognition of the language in written form.
2	Allows user to communicate and understand very basic concepts in the form of single words or very short phrases (e.g. eat, danger, room, money, cost) enemy, bathroom, pain, etc.).	Allows user to read or write very simple phrases and words and possibly understand the context of very simple passages.
3	User can distinguish between major dialects. Allows user to communicate moderately basic concepts in the form of phrases. User can get the tone/context of the language when spoken at a normal rate, but no more. He can, however, understand basic phrases spoken at a slow pace.	User can get an overview of simple writings, but will have trouble with specific details. Allows user to write very short sentences of a moderately simple nature (i.e. at third grade level).
4	User may converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.	User can read moderately simple writings and understand most of the details. User still has trouble with subtle concepts. Basically, newspaper level reading ability. Allows user to write sentences at a fifth grade level.
5	Allows user to converse freely in everyday conversation of an average nature (e.g. market talk, peasant discussions, conversation with guards, etc.). Rapid and/or sophisticated speech is still troublesome.	Allows reading of most everyday writings and normal books. User can write on a seventh grade level.
6	Normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand dialects or archaic speech out of the norm. User can converse freely on the same level.	Reading level of the average literate man. Allows user to write at ninth grade level.
7	True fluency. Allows understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an "outlander," however, and archaic or unusual concepts will still prove troublesome.	Allows one to write at eleventh grade level, and reading ability is that of average member of nobility.
8	Fluency plus the ability to recognize the regional and cultural origin of all speech (although such speech will still prove troublesome to speak or understand).	College writing level of an average nature. Allows one to read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual dialects and concepts.
9	Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	Allows one to write very complex passages, even technical books and read the same, but only in the chosen dialect. Allows moderate translation of closely related dialects, and simple writing ability in such areas.
10	Absolute fluency of all the chosen languages and all closely related dialects. Extremely archaic and complex concepts may prove troublesome.	Allows reading and writing of the most complex nature in the chosen language, as well as strong reading/writing ability in closely related dialects.
10+	As 10 above, unless GM's world system calls for extremely complex languages. We suggest that skill levels 11-20 be reserved for those who wish to learn extremely ancient or ultra unique versions of the given language (e.g. Old Stoylani, or the rare religious dialects of certain monastic groups).	As 10 above, unless GM's world system calls for extremely complex languages. We suggest that skill levels 11-20 be reserved for those who wish to learn extremely ancient or ultra unique versions of the given language (e.g. Old Stoylani, or the rare religious dialects of certain monastic groups).

Language Multipliers:

Multiply the trait development cost by one of the following factors should the student be beset with the given situation:

Situation (regarding language)	Multiplier
Character knows a related language.	x ?
Character has writing but no teacher.	x2 for learning reading/writing; x5 for learning spoken tongue
Character has teacher but no writings.	x8 for learning reading/writing if teacher cannot write language; x2 for learning spoken tongue if teacher cannot write language.
Character has no writings, no teacher.	- Character cannot learn language.

Notes: 1) the teacher must have language skills in the tongue that are higher than the rank being taught. The "teacher" requirement may be fulfilled by residing or traveling in an area where the language is spoken. Alternatively, this requirement is fulfilled if a traveling companion or acquaintance has conversations with the student for a couple of hours a day;
2) In order to use the ?multiplier for knowledge in a related tongue, one must have knowledge skills in the related language that are at a higher rank than that of the skill rank he is attempting to acquire in the new tongue.
*3) This factor may vary according to the language attempted and the character ability to visualize sound relating to writing and reading. In order to learn reading and writing, even at x8, the character should be familiar with the symbols/alphabet associated with the given language (e.g. his home tongue uses the same symbols or very similar ones).

languages, translators and cooperative efforts may be necessary to solve the language problems. By having each player's character know and/or understand (to varying degrees) different languages, a tremendous amount of diversity can be injected into the game.

A character's fluency and literacy in a particular language is determined by the skill rank that the character has achieved in "linguistic" skill for that language (see section 7.7 and Table 04-02).

The GM should decide which languages are automatically known by each of the races/cultures in his world system. Each character may then expand on this base through the skill acquisition process.

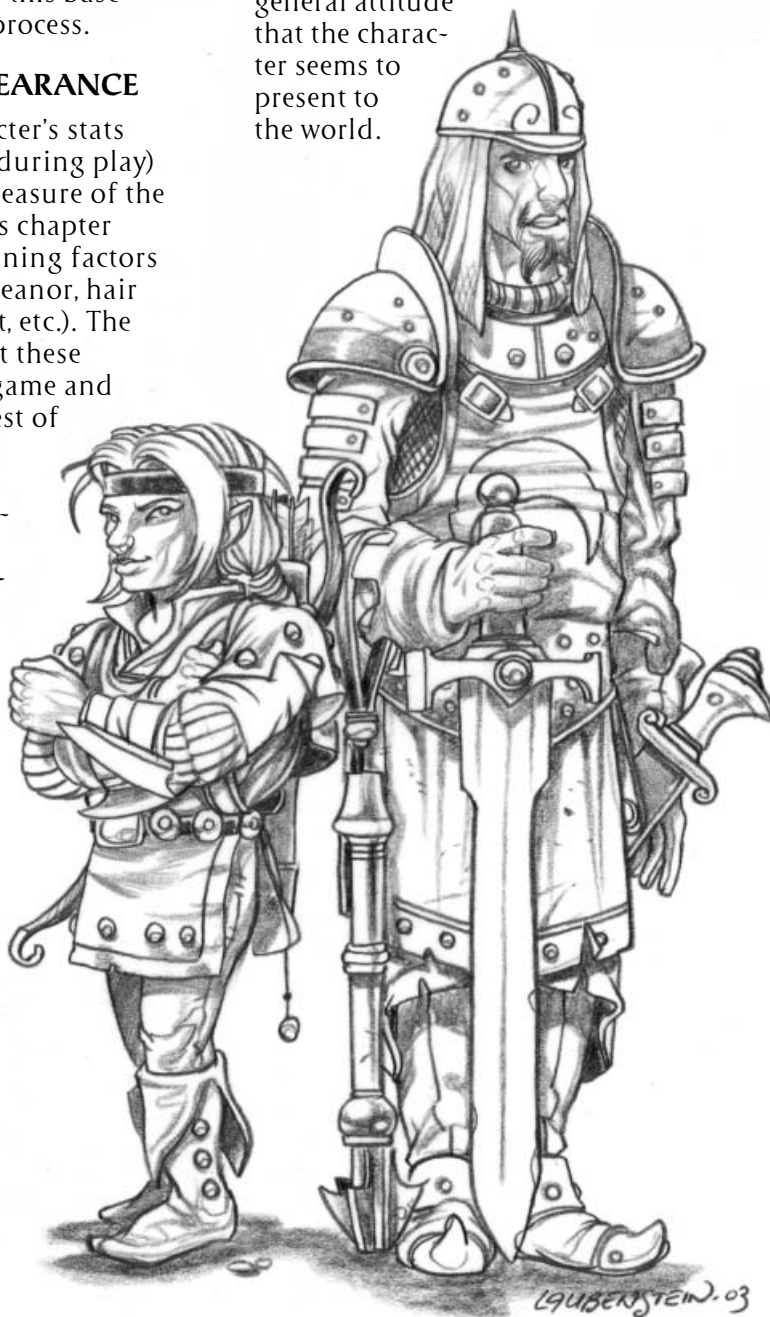
4.5 PHYSICAL APPEARANCE

In addition to each character's stats (which affect his capabilities during play) it is desirable to have some measure of the character's appearance. In this chapter gives suggestions for determining factors affecting a character (i.e. demeanor, hair color, eye color, height, weight, etc.). The GM should keep in mind that these factors are not essential to a game and may be bypassed in the interest of quicker play.

General Appearance – Appearance (Ap) is a value (01-100) which gives a general idea of the character's exterior look (e.g. an 01 or 02 Appearance would indicate a really ugly person, while a 99 or 100 would indicate a very handsome character). Appearance can be determined either by rolling 1-100 (not open-ended) and adding the character's Presence bonus (with a maximum result of 100 and a minimum result of 20 less than the character's Presence stat). Appearance can rise or drop during play due to circumstances (e.g. scars, diseases, increases in Presence, etc.). This is a very subjective rating and

the GM should treat it as a general guideline during play. It also is based on race and culture. A beautiful Orc might be seen as ugly to humans, while an ugly elf might be beautiful to humans. Similarly, people of the same race, but different cultures might see things differently. For example: Culture A might find thin people attractive, while culture B finds muscular people attractive and culture C finds plump people attractive. Clothing, cosmetics, hygiene and other factors can also have a dramatic affect on perceived appearance.

Demeanor – This is an indicator of the general attitude that the character seems to present to the world.



This is up to the character and the GM, but typical demeanors might include: calm, neutral, angry, sly, greedy, silly, stubborn, stupid, rude, etc.

Physical Appearance Factors – The GM and the players should determine factors like height, weight, hair color, eye color, gender, age, and so on. section 4.1 provides some sample ranges for the six sample races. If no ranges are given, then no absolute limitations on the physical appearance factors are intended. For example, no weight range is given for Dwarves but they are “stocky”.



OPTION 7: RANDOM HEIGHT, WEIGHT, AND SIZE



Under the normal *Rolemaster* rules each player may choose the height and weight for his character within the ranges given for the race types. However, a GM and players often need to be able to randomly generate heights and weights for player characters or NPCs of a particular race. In many cases, it is also helpful to be able to determine if a character is able to wear a certain piece of equipment for which a specific “size” is required. The Size Tables 04-03 and 04-04 provide a mechanism for accomplishing both of these objectives.

04-03 SIZE TABLE

04-03 SIZE TABLE						
Height (Base Weight):						
Roll	Common Men	Elves	Dwarves	Halfling	Lesser Orcs	Trolls
Weight under	-3 lb/in	-5 lb/in	-4 lb/in	-1 lb/in	-2 lb/in	-5 lb/in
< (-220)	< 4' 10" (125-)	< 5' 9" (130-)	< 3' 11" (100-)	< 2' 5" (40-)	< 3' 9" (82-)	< 8' 6" (440-)
(-220)-(-191)	4' 10" (125)	5' 9" (130)	3' 11" (100)	2' 5" (40)	3' 9" (82)	8' 6" (440)
(-190)-(-181)	4' 11" (128)	5' 9" (130)	3' 11" (100)	2' 6" (42)	3' 9" (82)	8' 7" (445)
(-180)-(-161)	5' 0" (131)	5' 10" (135)	4' 0" (105)	2' 7" (44)	3' 10" (85)	8' 8" (450)
(-160)-(-91)	5' 1" (134)	5' 10" (135)	4' 0" (105)	2' 8" (46)	3' 10" (88)	8' 9" (455)
(-90)-(-81)	5' 2" (137)	5' 11" (140)	4' 1" (110)	2' 9" (48)	3' 11" (91)	8' 10" (460)
(-80)-(-66)	5' 3" (141)	5' 11" (140)	4' 1" (110)	2' 10" (50)	3' 11" (94)	8' 11" (468)
(-65)-(-40)	5' 4" (145)	6' 0" (145)	4' 2" (115)	2' 11" (52)	4' 0" (97)	9' 0" (476)
(-40)-05	5' 5" (149)	6' 0" (145)	4' 2" (115)	3' 0" (55)	4' 0" (100)	9' 1" (484)
06-08	5' 6" (153)	6' 1" (150)	4' 3" (120)	3' 1" (58)	4' 1" (103)	9' 2" (492)
09-14	5' 7" (157)	6' 2" (155)	4' 3" (120)	3' 2" (61)	4' 2" (106)	9' 4" (510)
15-23	5' 8" (161)	6' 3" (160)	4' 4" (125)	3' 3" (64)	4' 3" (109)	9' 6" (528)
24-35	5' 9" (165)	6' 4" (170)	4' 4" (125)	3' 4" (67)	4' 4" (112)	9' 8" (546)
36-50	5' 10" (170)	6' 5" (175)	4' 5" (130)	3' 5" (70)	4' 5" (115)	9' 10" (564)
51-65	5' 11" (175)	6' 5" (175)	4' 5" (130)	3' 6" (76)	4' 6" (118)	10' 0" (582)
66-77	6' 0" (180)	6' 6" (180)	4' 6" (135)	3' 7" (79)	4' 7" (121)	10' 2" (600)
78-86	6' 1" (185)	6' 7" (185)	4' 6" (135)	3' 8" (82)	4' 8" (124)	10' 4" (620)
87-92	6' 2" (190)	6' 8" (190)	4' 7" (141)	3' 9" (85)	4' 9" (127)	10' 6" (640)
93-95	6' 3" (196)	6' 9" (195)	4' 7" (142)	3' 10" (88)	4' 10" (130)	10' 8" (660)
96-140	6' 4" (202)	6' 10" (200)	4' 8" (149)	3' 10" (88)	4' 11" (133)	10' 10" (680)
141-165	6' 5" (208)	6' 11" (204)	4' 8" (149)	3' 11" (91)	5' 0" (136)	11' 0" (700)
166-180	6' 6" (214)	7' 0" (208)	4' 9" (156)	3' 11" (91)	5' 1" (140)	11' 2" (720)
181-190	6' 7" (220)	7' 1" (212)	4' 9" (156)	4' 0" (94)	5' 2" (144)	11' 4" (740)
191-220	6' 8" (226)	7' 2" (216)	4' 10" (163)	4' 0" (94)	5' 3" (148)	11' 6" (760)
221-260	6' 9" (232)	7' 3" (220)	4' 10" (163)	4' 0" (97)	5' 4" (152)	11' 8" (780)
261-280	6' 10" (238)	7' 4" (224)	4' 11" (170)	4' 1" (97)	5' 5" (156)	11' 10" (800)
281-290	6' 11" (244)	7' 5" (227)	4' 11" (170)	4' 2" (100)	5' 6" (160)	11' 11" (810)
291-320	7' 0" (250)	7' 6" (230)	5' 0" (177)	4' 2" (100)	5' 7" (164)	12' 0" (820)
321 +	7' + (250+)	7' 6" + (230+)	5' + (177+)	4' 2" + (100+)	5' 7" + (164+)	12' + (820+)
weight over	+6 lb/in	+3 lb/in	+7 lb/in	+4 lb/in	+5 lb/in	+10 lb/in
Average h(w)	5' 10" (170)	6' 5" (175)	4' 5" (130)	3' 6" (76)	4' 6" (118)	10' 0" (582)

Note: Roll for height and base weight in pounds (in parentheses). The base weight may be shifted up or down a number of rows due to the character's "Build/Frame"

04-04 BUILD/FRAME

Build/Frame Rating (determine the appropriate column and roll)

Build/Frame Rating	Mod.	Humans		Elves		Dwarves	Halflings	Orcs	Trolls
		Male	Female	Male	Female				
Thin	-8	01	01-02	01	01-03	-	-	01	-
	-7	02	03-05	02	04-07	-	-	02-03	-
	-6	03	06-09	03	08-12	01	01	04-06	01
Slight	-5	04-05	10-14	04	13-18	02	02-03	07-10	02
	-4	06-11	15-21	05-11	19-25	03-05	04-06	11-17	03
Slender	-3	12-19	22-30	12-20	26-40	06-10	07-10	18-25	04-05
	-2	20-28	31-50	21-31	41-60	11-20	11-17	26-35	06-12
	-1	29-40	51-65	32-50	61-75	21-39	18-30	36-45	13-20
Average	+0	41-55	66-73	51-70	76-85	40-54	31-50	46-55	21-40
	+1	56-67	74-81	71-85	86-95	55-69	51-65	56-65	41-60
Stocky	+2	68-76	82-87	86-95	96-99	70-81	66-75	66-75	61-70
	+3	77-84	88-92	96-97	00	82-88	76-83	76-84	71-78
Heavy	+4	85-90	93-95	98-99	-	89-94	84-88	85-90	79-85
	+5	91-94	96-97	00	-	95-97	89-92	91-96	86-90
Stout	+6	95-97	98	-	-	98-99	93-95	97-98	91-94
	+7	98	99	-	-	00	96-97	99	95-96
Huge	+8	99	00	-	-	-	98	00	97-98
	+9	00	-	-	-	-	99	-	99
	+10	-	-	-	-	-	00	-	00

Note: The modifications given indicate that the base weight corresponding the characters height must be shifted up or down (i.e., the height remains the same as rolled above, but the corresponding base weight may be shifted up (-) or down (+) a number of rows).

Table 04-03 provides one column for each general race type: Common Men, Elves, Dwarves, Halflings, Lesser Orcs, and Trolls. To use this table for other similar races (or women), roll (1-100, open-ended) normally for height on the column for the most similar race and then add the difference between the average height for the column's race and the average height for the race being rolled. The average Common Men height is approximately 5'10", for Elves it is 6'5", for Dwarves it is 4'5", for Halflings it is 3'6", for Lesser Orcs it is 4'6", and for Trolls it is 10'.

Example: High Men with an average height of 6'6" would roll on the 'Common Men' column and add 8". The women of the Common Men race (average 5'5") would roll on the 'Common Men' column and then modify by -5". Great Orcs (average 6' 0") would roll on the 'Orcs' column and add 18".

For each general race type, a base

weight is given for each height. Base weight may vary depending upon the character's "build": thin, slight, slender, average, stocky, heavy, stout, or huge. A character's build is determined by rolling on Table 04-04. This indicates how much the base weight varies from the character's height (i.e. how much to shift up or down from the character's height on the appropriate column in the "Height" section of the table).

Example: To determine a Dwarf's height, a '28' is rolled. Cross-indexing '28' and Dwarves on Table 04-03, we obtain 4'4" (125). So the Dwarf is 4'4" tall, and an average Dwarf of that height weighs 125 lb. To obtain the exact weight, we then roll a '91". Referring to the Dwarves column of Table 04-04, we find that our Dwarf is 'Heavy' with a modification of +4. Referring to the Dwarf column Table 04-03, we shift down 4 rows from our earlier 4'4" (125) result and obtain an exact weight of (135), 135 lb.

5.0 STATS

5



The base mental and physical attributes of a character are represented by 10 statistics (called stats): 5 “primary” stats and 5 “development” stats. Each character has two numerical values on a scale of 1 to 100 for each stat. The value indicates how it rates relative to the same stat of other characters, the lower the value of a stat, the weaker it is relative to the same stat of other characters. Relatively high or low stats give bonus or penalty modifications (see section 5.4) that apply to attempts to accomplish certain activities and actions.

An individual’s stats represent prowess in various areas in comparison to the average man; John Smith, the townsman, might be theoretically assumed to have stats of 50 across the board. However, in the relatively primitive societies favored for the most role playing games, it is quite likely that those with stats below 10 will be the first claimed by nature and survivors might tend to have a set of stats that are above the “average” (assume that John Smith has stats of 55). In these societies,

those with access to better health care (the rich) might tend to live even if weak in critical areas, so Noble John Smith’s stats might well average 50. (See section 10.12 Non-Player Characters).

Adventurers are likely to be superior to the general population, adventurers are presumed to start with no stat below 20, though the rigors they face may reduce their stats below this level, this is to reflect the fact that weak characters are unlikely to leave the safety of their homes and go out in the world to make their fortunes. (See chapter 2.0, Creating a Character).

Higher-level non-player characters (NPCs) are also likely to be superior to the general population, it is a fact of life that in attempting to increase one’s experience level one has an excellent chance of dying, superior characters are more likely to survive; so when creating and running NPCs, the GM is urged to consider their experience level when determining their stats (See section 10.12).

Each stat has two values (1-100): a poten-

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tial value and a temporary value, the potential value reflects the highest value (genetically) that the character's stat can reach, the temporary value represents the stats' current value, thus, each character has a set of "temporary" stats and a set of "potentials".

During play, the temporary stats can rise due to character advancement and other factors and fall due to injury, old age, etc. (See sections 9.2 & 10.6) however, potentials rarely, if ever, change and the temporary value of a given stat may never be higher than its potential. Note that a character's stats do not always increase beyond their starting level: two months of adventuring does not necessarily accomplish what 18 years of youthful exuberance failed to do.

5.1 GENERATING STATS

To determine the stats for a character, first make 10 rolls (1-100, not open-ended) and record them in a column on a piece of paper. Ignore rolls of less than 20; you need 10 rolls above 19. This reflects the premise that exceptionally weak characters will not be likely to seek their fortune in a hostile world. These stats are the character's temporary stats.

Next, make ten more rolls (1-100, not open ended); writing them next to the temporary stats you just rolled, in the same order. (Do not discard rolls under 20 this time). The result should be a list of ten pairs of rolls in "Temporary Stat / Potential Roll" format.

Keeping in mind that you can increase the temporary stats of your two prime requisites to 90 in the next step, assign the

ten paired rolls to the ten stats: Constitution (CO), Agility (AG), Self-Discipline (SD), Memory (ME), Reasoning (RE), Strength (ST), Quickness (QU), Presence (PR), Empathy (EM) and Intuition (IN).

If either or both of the prime requisites for your profession have been assigned temp stats under 90, raise them to 90. You may not raise any other stat to 90, and you should not be changing any potential rolls. Write all of your temporary stats into the appropriate spaces on the Character Record.

Finally, to determine each of a character's potential stats consult Table 05-01, cross-indexing each potential roll with the range into which the associated temp stat falls. The number resulting is the potential stat (potential), the value to which that stat could actually rise in the course of play. Write each Potential Stat into the appropriate space on the Character Record. Generally, this level cannot be exceeded, except perhaps with the aid of the most powerful magic. (Examples are given in section 2.6)

OPTION 7.1: ALTERNATIVE STAT GENERATION METHOD 1 (RANDOM-FIXED)

Some GMs may wish for more randomized stat generation. Using this method, you make the same rolls as in the standard method above, but the pairs of rolls are assigned to the ten stats in exactly the order that they are rolled. Prime Requisite temp stats will still rise to 90 if lower than 90, but all other stats will be distributed randomly.



OPTION 7.2: ALTERNATIVE STAT GENERATION METHOD 2 (THREE COLUMN METHOD)

This rule can be used if a more flexible method for generating stats is desired. First, roll three sets of ten rolls (1-100) each,

keeping track of the order in which the 10 rolls of each set were obtained. Then choose one set to be the character's temporary stats and a second set to be the rolls for the character's potential stats.

The first roll in the second set chosen is the potential roll for the first roll in the

05-01 STATS POTENTIAL TABLE

Roll	Range of the Initial Stat									
	Under 25	25-39	40-59	60-74	75-84	85-89	90-94	95-97	98-99	100
01-10	25	-	-	-	-	-	-	-	-	-
11-20	30	-	-	-	-	-	-	-	-	-
21-30	35	39	-	-	-	-	-	-	-	-
31-35	38	42	59	-	-	-	-	-	-	-
36-40	40	45	62	-	-	-	-	-	-	-
41-45	42	47	64	-	-	-	-	-	-	-
46-49	44	49	66	-	-	-	-	-	-	-
50-51	46	51	68	-	-	-	-	-	-	-
53-53	48	53	70	-	-	-	-	-	-	-
54-55	50	55	71	-	-	-	-	-	-	-
56-57	52	57	72	74	84	-	-	-	-	-
58-59	54	59	73	75	85	-	-	-	-	-
60-61	56	61	74	76	86	-	-	-	-	-
62-63	58	63	75	77	87	-	-	-	-	-
64-65	60	65	76	78	88	-	-	-	-	-
66-67	62	67	77	79	88	89	-	-	-	-
68-69	64	69	78	80	89	89	-	-	-	-
70-71	66	71	79	81	89	90	-	-	-	-
72-73	68	73	80	82	90	90	-	-	-	-
74-75	70	75	81	83	90	91	-	-	-	-
76-77	72	77	82	84	91	91	-	-	-	-
78-79	74	79	83	85	91	92	-	-	-	-
80-81	76	81	84	86	92	92	-	-	-	-
82-83	78	83	85	87	92	93	-	-	-	-
84-85	80	85	86	88	93	93	94	-	-	-
86-87	82	86	87	89	93	94	94	-	-	-
88-89	84	87	88	90	94	94	95	-	-	-
90	86	88	89	91	94	95	95	97	-	-
91	88	89	90	92	95	95	96	97	-	-
92	90	90	91	93	95	96	96	97	-	-
93	91	91	92	94	96	96	97	98	-	-
94	92	92	93	95	96	97	97	98	99	-
95	93	93	94	96	97	97	98	98	99	-
96	94	94	95	97	97	98	98	99	99	-
97	95	95	96	97	98	98	99	99	99	-
98	96	96	97	98	98	99	99	99	100	-
99	97	97	98	98	99	99	100	100	100	-
100	98	98	99	99	99	100	100	100	100	101

Number given is the stat potential. A "-" indicates that the potential is the same as the initial stat.

05-02 STAT GAIN TABLE											
Roll	Difference Between Temporary and Potential Stat										
	0	1	2	3	4-5	6-7	8-9	10-11	12-14	15+	
01-04	*	*	*	*	*	*	*	*	*	*	
05-10	0	0	0	0	0	0	0	+1	+1	+1	
11-15	0	0	0	0	0	0	+1	+1	+2	+2	
16-20	0	0	0	0	0	+1	+1	+2	+3	+3	
21-25	0	0	0	0	+1	+1	+2	+2	+4	+4	
26-30	0	0	0	+1	+1	+2	+2	+3	+5	+5	
31-35	0	0	+1	+1	+1	+2	+2	+3	+5	+6	
36-40	0	0	+1	+1	+1	+2	+3	+4	+6	+7	
41-45	0	0	+1	+1	+2	+3	+3	+4	+6	+8	
46-50	0	0	+1	+1	+2	+3	+3	+5	+7	+9	
51-55	0	+1	+1	+2	+2	+3	+4	+5	+7	+10	
56-60	0	+1	+1	+2	+2	+4	+4	+6	+8	+11	
61-65	0	+1	+1	+2	+3	+4	+4	+6	+8	+11	
66-70	0	+1	+2	+2	+3	+4	+5	+7	+9	+12	
71-75	0	+1	+2	+2	+3	+5	+5	+7	+9	+12	
76-80	0	+1	+2	+3	+3	+5	+6	+8	+10	+13	
81-85	0	+1	+2	+3	+4	+5	+6	+8	+10	+13	
86-90	0	+1	+2	+3	+4	+6	+7	+9	+11	+14	
91-95	0	+1	+2	+3	+4	+6	+7	+9	+11	+14	
96-99	0	+1	+2	+3	+4	+6	+8	+10	+12	+15	
100	0	+1	+2	+3	+4	+6	+8	+10	+12	+15	

temporary stat set; the second roll in the second set chosen is the potential roll for the second roll in the temporary stat set; etc. The third set of numbers is not used. Finally, the pairs of temporary stats and potential rolls are assigned to the 10 characteristics (Strength, Agility, Empathy, etc.). The prime requisites may be replaced with 90's. The potentials are determined using Table 05-01.

The GM should keep in mind that this method will result in higher stats for the characters in their game.

A GM may wish to use other stat generation methods, such as allowing each player to generate a number of sets of stats and then choose the best.

5.2 DEVELOPMENT STATS

In addition to affecting play, some stats aid character development; Constitution, Agility, Reasoning, Memory, and Self Discipline are relevant in determining how many skills a character can learn. An average individual has 25 development points, the exact amount that each of these stats contributes to the total amount of development points is given in Table 05-

03, this total may be adjusted up or down by high or low Development Stats, note that the five stats above will often be referred to as Development Stats, in game terms, other characteristics do not aid in the acquisition of skills in any way.

Constitution (Co) – General health and well being, resistance to disease, and the ability to absorb physical damage are all reflected in a character's Constitution, also referred to as: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

Agility (Ag) – Manual dexterity, grace and liveness are the prime components of this characteristic, also referred to as: dexterity, deftness, grace, manual skill, adroitness, maneuverability, stealth, dodging ability, liveness, etc.

Self Discipline (SD) – The control of the mind over the body, the ability to stay focused or push harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual, also referred to as: will, alignment, faith, mental strength or power, concentration, self-control, determination, zeal, etc.

Locate the column corresponding to the difference between the temporary (real) stat and its potential and roll d100 to determine the amount the temporary stat increases by. Roll separately for each stat.

* A roll of 01-04 indicates that the stress of adventuring has caused a temporary regression of faculties. The stat (temporary value only) is reduced by double the amount rolled (2-8). Note that this reduction is always possible, even if the stat has already reached its potential and thus all 10 stats must be checked for possible loss or gain. Stats reduced in this manner can be restored by stat gain rolls as subsequent experience levels are reached.

Note that this table can also be used to determine recovery from injury or disease. The Gamemaster merely assigns a reduction in appropriate stat (Agility for a sprained ankle, Constitution for a disease, etc.) and allows the character to make periodic recovery rolls provided he observed whatever conditions were necessary for recovery (e.g., bedrest). In this case, the column would be determined substituting the temporary value of the stat before reduction for the potential, and rolls might continue until previous temporary was achieved (but not beyond).

Memory (Me) – The ability to retain what has previously been encountered and learned, in many instances it may be necessary for the characters to rely on the player's memory, since that tends to be used whenever it is advantageous anyway. Memory provides a good basis for determining how much is retained of the pre-adult period that the GM doesn't have time to devise and describe in absolute detail to each player, also referred to as: information capacity, mental capacity, recall, retention, recognition, etc.

Reasoning (Re) – Similar to intelligence: the ability to absorb, comprehend, and categorize data for future use. It also reflects the ability to take available information and draw logical conclusions, also referred to as: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgment, I.Q., etc.

5.3 PRIMARY STATS

The following characteristics have an influence on direct play, but do not aid in character development.

Strength (St) – Not just brute musculature, but the ability to use existing muscles to the greatest advantage, also referred to as: power, might, force, conditioning, physique, etc.

Quickness (Qu) – Essentially a measure of speed, reflexes and conscious reaction time, this stat is often lumped with several others as dexterity, also referred to as: speed, reaction time, readiness, reflexes, etc.

Presence (Pr) – Control of one's own mind, Courage, Bearing, Self Esteem, Charisma, and the ability to project these to affect or control others are the

principal elements of a character's presence, also referred to as: leadership, moral, psychic ability, vanity, perceived power, bardic voice, charisma, etc.

Intuition (In) – A combination of luck, genius, precognition, ESP, and the favor of the gods is embodied in this stat, also referred to as: sixth sense, "gut" feeling, wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.

Empathy (Em) – The ability to perceive the emotional states of others and the capacity to form emotional attachments

05-03 MASTER STAT TABLE

Unusual Personal characteristics such as high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat" ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Additional columns are present to indicate the number of development points the character gets from his particular statistic and the number of power points/level provided by that "stat" if it is the prime requisite for his type of spell casting. Note that Character Development Statistics do not give power points; thus, each spell realm has one characteristic from which power points may be derived:

Empathy for Essence

Intuition for Channeling

Presence for Mentalism

Hybrid spell users average the statistics pertaining to their two spell using realms, and derive their spell points from this average.

The column showing 3-18 and 2-12 statistics are for converting characters from other systems to *Character Law*.

1-100 Stat	Bonus on D100	Bonus on D20	Development Points	Power Points	3-18 Stat.	2-12 Stat.
102+	+35	+7	11	4	20 +	17+
101	+30	+6	10	3	19	15-16
100	+25	+5	10	3	18	13-14
98-99	+20	+4	9	2	17	12
95-97	+15	+3	9	2	16	11
90-94	+10	+2	8	1	15	11
85-89	+5	+1	8	1	14	10
75-84	+5	+1	7	1	13	9
60-74	0	0	6	0	12	8
40-59	0	0	5	0	10-11	7
25-39	0	0	4	0	9	6
15-24	-5	-1	3	0	8	5
10-14	-5	-1	2	0	7	4
5-9	-10	-2	2	0	6	3
3-4	-15	-3	1	0	5	2
2	-20	-4	1	0	4	2
1	-25	-4	1	0	4	2

to persons, places or things. The relationship of the character to all pervading force that is common to all things natural and is the basis of most things supernatural, also referred to as: emotional capacity, sensitivity, judgment, alignment, mana, magical prowess, etc.

5.4 STAT BONUSES

Certain bonuses and penalties may apply to a character's skills and activities if his stats are high enough or low enough, these stats bonuses are given in Table 05-03.

Table 05-04 lists the basic stats that affect actions, as well as multiple stats that affect

actions and primary skills. If a stat is listed more than once for a given action it is used that many times in calculating the average for obtaining a bonus for that action.

Example: *The stat bonus for melee is due to St/St/Ag. The Strength bonus is added to the total twice and the Agility bonus is added once, and the resulting total divided by three to obtain the average. If Elfor has a 90 Strength (+10) and a 100 Agility (+25) he would add 10 twice (20) to 25 to get a total of 45. He would then divide by 3 to get the average for computing his melee bonus. One-third of 45 is 15, so the stat bonus is +15.*

Some uses for stat bonuses are given in the table.

DEFENSIVE BONUS (DB)

A character benefits defensively from his Quickness. Regardless of whether or not a character has any self-defense skills, he may add his Quickness bonus to his defensive bonus provided he is not completely static (e.g. Tied up, sleeping, knocked out, etc.). Note the 4th column on Table 07-05; these points are subtracted from the Quickness bonus if the character is wearing the appropriate type of armor (and thus quickness points are not subtracted from incoming attacks). Note that this column cannot reduce a Quickness bonus below 0.

Example: *Bak (Quickness 98, yielding a bonus of +20) is unarmored. His armor type (AT) is 1 with a DB of 20. Attacks against him are resolved on the 1 column after subtracting 20. He puts on a breastplate, which has a quickness penalty of 10. This penalty of 10 is subtracted from his quickness bonus of 20, leaving a DB of 10 to be subtracted from incoming attacks. Those attacks are now resolved on the AT 17 column with a DB of 10.*

05-04 STAT EFFECT TABLE

ACTION (Skill)	Type	Stat(s)
Maneuvering in Armor	M	AG/ST
Melee	OB	ST/ST/AG
Bow	OB	AG/AG/ST
Thrown	OB	ST/AG
Defensive Bonus	DB	QU
Climbing	M	AG
Swimming	M	AG
Riding	M	EM/AG
Disarming Traps	S	IN/AG
Picking Locks	S	IN/AG
Stalking	M	AG/SD
Hiding	S	SD
Perception	S	IN/RE
Stunned Maneuvers	M	SD
Movement *	M	QU/AG
Spell Acquisition	SP	Prime Req. of Realm
Runes	SP	EM/IN
Staves/Wands	SP	EM/IN
Channeling	SP	IN
Directed Spells	OB	AG
Ambush	SP	-
Linguistics	SP	-
Adrenal Moves	M,S	PR/SD
Striking Martial Arts	OB	ST/ST/AG
Sweeps and Throws M.A.	OB	AG/AG/ST
Adrenal Defense	DB	-
Body Development	SP	CO
* - Bonus for Movement at faster than a walk M - Action is a moving maneuver (see Section 7.9.1) OB - Stat bonus is applied to appropriate Offensive Bonus DB - Stat bonus is applied to the Defensive Bonus. S - Action is static maneuver (see Section 7.9.2). SP - Action is treated in special manner (see Sections 7.6 and 7.7)		

GENERAL MOVING MANEUVER BONUS

If there is no skill that is specifically applicable to a given moving maneuver, then the character's Agility stat bonus is used to modify the moving maneuver roll.

BONUS TO TOTAL CONCUSSION HITS

The total hits used during play is the base hit total (see "Body Development" in section 7.7) plus the base hit total multiplied by the Constitution stat bonus divided by 100 (i.e. the Co stat bonus is used as a percentage.)

Summary for Determining total Concussion Hits:

- 1) Start with a base hit total (BHT) equal to Constitution/10 (round up).
- 2) Each time the Body Development skill rank is increased by one add 1-10 hits (some non-humans use a different die for hits. See table 04-01) to the base hit total (up to the racial max + Co Bonus, see Tables 04-01 and 05-03.)

The actual concussion hit total used in play = $BHT + (BHT \times (Con\ Bonus/100))$ round down.

Example: Bak has a Constitution of 90 and one rank in Body Development. His Base Hit Total is 14 ($90/10 = 9$, plus a roll of 5 for his one rank of Body Development). His Constitution bonus (from Table 05-03) is +10. To calculate his actual Concussion hits, he takes his BHT (14) and adds 10%. 10% of 14 is 1.4, rounded down to 1, so he can take a grand total of 15 ($14 + 1$) total concussion hits, although his base hit total remains 14. Bak goes up an experience level, gains two new ranks in Body Development, and rolls 2 more ten-sided dice (D10) for hits and gets 2 + 8 additional Concussion hits. He adds these to his Base Hit Total (14) for new Base Hit Total of 24, before modifying again for Constitution. He can now take $24 + 10\%$ of $24 = 24 + 2 = 26$ total Concussion Hits.

It is necessary to keep track of both the actual Concussion Hits and the Base Hit



Total, to calculate hits anew whenever a change occurs. For instance, a change in Constitution may change the hit total of the character by changing the bonus.

RESISTANCE ROLL BONUS (RR)

Resistance Rolls against spells and poison or disease are affected by various stat bonuses depending on the type of attack.

RRs versus Essence spells (e.g. all those thrown by Magicians, Illusionists, Alchemists, and Monks) are subject to stat bonuses for Empathy.

ition and use of the stat bonus for the average. Mystics are masters of Mentalism and Essence, so use the average of Empathy and Presence. Astrologers are students of Channeling and Mentalism, so Intuition and Presence are averaged. RRs versus a Hybrid spell user's non-base spells are subject to the stat bonus for the spell's normal realm.

RRs versus poisons and diseases are subject to the stat bonus for Constitution. Assign a level (potency for the poison) to the "attack" and resolve the

05-05 RESISTANCE ROLL TABLE

Target Level	Attack Level *															**
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	
13	09	14	19	24	29	32	35	38	41	44	46	48	50	52	54	
14	07	12	17	22	27	30	33	36	39	42	44	46	48	50	52	
15	05	10	15	20	25	28	31	34	37	40	42	44	46	48	50	15
**	1				5					10					15	

* For spells the attack level is the caster's level.

** For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's RR must be greater than or equal to the number given above.

RRs versus Channeling spells (e.g. all those thrown by Clerics, Animists, Healers, and Rangers) are subject to stat bonuses for Intuition.

RRs versus Mentalism spells (e.g. Mentalist, Lay Healer, Seer, and Bard Spells) are subject to stat bonuses for Presence.

RRs versus Hybrid spells (e.g. Sorcerer, Mystic and Astrologer Spells) Hybrid spell user's base spells are subject to the stat bonus for the average of the two stats relating to the realms for that profession. Sorcerers are users of Channeling and Essence, so average Empathy and Intu-

Resistance Roll using Table 05-05. For more poisons and diseases see sections 10.10 and 10.11.

Example: For instance, Acaana is a level (potency adjustment) 10 poison. Dana has a 90 Constitution and has a +10 bonus for that stat; he is 6th level. Should Dana ingest Acaana, he would roll on the Resistance Roll Table 5-5. If his roll exceeded 52 on (1-100) he would resist the poison, for he needs a 62+ on the table and his bonus is +10. Should he roll say a 51, the poison would take effect ... 51+10 = 61 and does not exceed 62.

6.0 BACKGROUND

6



Roleplaying is paradoxically neither “storytelling” nor “wargaming”, and yet it encompasses elements from both of these genres. In Wargames, the memes such as “Fighter”, “Thief” and “Mage” are rigidly enforced. Similarly, in many of the novels and stories that epitomize the Sagas and Ballads of Yore, we see many of the participants conforming to the same types of memes - although this conformity is considerably less strict, and is often ignored for the central character(s). Once you move beyond that style of story, and look towards other styles of stories, any conformity to established memes is a matter of choice and done purely for the purposes of emphasis ... often to be shown to be a false assumption later on in the story. One of the most common limitations of certain styles of roleplaying are the restrictions which result in characters that are not just similar to one another, but are virtual “cookie-cutter” replicas of one another. The suggestions contained within this chapter should enable both GMs and Players to inject a wide degree of variety and individuality into their characters, allowing them to play

the character they truly want to play, rather than “generic fighter #3”.

The single most important factor that can be used to breathe life into the mechanical structure of a character - regardless of whether it is designed to conform tightly to a given meme, or to reject it utterly - is to ensure that the character is provided with dynamic background material. A Character is more than just a “Level 1 fighter” - they did not simply “spring full-grown from the Head of Zeus” ... and even if they did, that would certainly be an interesting personal history! For every character in the foreground of the game or story, there is an entire tangled web of lives that have touched upon them, in ways that can be alternately beneficial and/or detrimental. Their family - both immediate and extended - and the events, trials, tribulations and celebrations surrounding them can serve as a great point of reference and a source of many aspects of the character’s personality. Beyond them, you have the mentors and teachers, friends and rivals, classmates and peers with whom the young character may have interacted on

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a daily basis, and the other members of the community who may have influenced the character in some way.

Since these historical notes will vary from character to character, they tend to provide flavorful variations in the player's approach to the game. The stronger and more detailed the background notes, the greater the foundation; and a good foundation built of past experience will guide a character in his adventures. Differing backgrounds will reinforce the naturally individual approaches to running characters. Particularly forceful background material (e.g. Rhiannon's entire family has sought the lost sacred Banana of the Bamblers) may be necessary in so-called "quest" campaigns, but should be carefully used in games where player freedom is emphasized. By providing rich backgrounds it becomes far easier to ensure that the characters in the game become and remain central elements to the story, and ensure that the evolving story is enjoyable for everyone.



6.1 SPECIAL ABILITIES AND EQUIPMENT

Special abilities and equipment can help individualize characters and can make playing characters more exciting. In many cases these special capabilities distinguish the player character from the general populace and are part of the reason that he has chosen to adventure rather than stay at home on the farm.

Abilities – Certain characters may have special abilities based on their race or background. The GM should assign bonuses in skills relating to aspects of a character that were developed to some unusual degree during their youth. By having the skill category to which bonuses are assigned vary given each character's unique past, the GM can further individualize members of the group or NPCs.

Example: *Onri who begins as a Fighter of the Langur may be able to ride a horse extremely well since his nomadic people are taught to ride at an extremely early age. His GM decides that the character will begin the game with a Riding (horses) skill rank of 10.*

Equipment – Different cultures and areas produce varying types of equipment. Some of the equipment will differ in construction or composition (e.g. certain bows) or stand utterly unique (e.g. a type of weapon found nowhere else in the world). By giving the character a unique or unusual piece/set of equipment, wide variation in play may result. Again, characters can be individualized by allocating different starting possessions, but beware of unbalancing things by giving one or more characters equipment which is noticeably better than that given their companions.

Example: *Stongar the fighter is a dwarf, in a world where dwarves are the finest makers of manufactured goods. The GM decides to let Stongar begin the game with +5 weapons and armor of non magical superior quality craftsmanship.*

OPTION 8: BACKGROUND OPTIONS

As noted, the development of a character's background involves procedures

that will not be used thereafter. One such process determines what special skills, attributes, or possessions the character obtains in early life.

Using the Background Option Tables in this section, the GM should allow the PC to choose the fortune, assets, or special abilities he/she possesses prior to adventuring. These options should be selected prior to adolescence development (PC Level 0).

Alternatively, the GM may wish to change the selection sequence, or assign the options in his own manner. Whatever the case, we suggest that this process should be used only once in the course of the character's life.

USING THE BACKGROUND OPTION TABLES

1) Each character, regardless of profession, is allotted a certain number of background options. The number of options one receives is depends upon the character's race and is noted on the Race Background Option Table.

06-01 RACE BACKGROUND OPTION TABLE		
Race	Background Options	
Common Men	6	
High Men	4	
Half-elves	4	
Wood-elves	4	
High-elves	3	
Fair-elves	2	
Dwarves	5	
Halflings	5	
Orcs	5	
Greater Orcs	4	
Trolls	4	

Should a character's race fall outside the class classifications listed here, we suggest he receive 4 or 5 background options, although the GM may wish to assign a higher or lower number for purposes of play balance.

Remember, background options are not to be confused with development points.

2) Characters expend one background option for each selection or roll they make on these tables.

3) Prior to making a roll on (or pick from) these tables, the character must select the Background Categories applicable to his options. There are five background categories: Set Options, Special Abilities, Special Items, Special Wealth, and Special Status. Characters can choose to apply more than one option to a given category (e.g. Miraj the Wood-elf expends all five of her options for selections from the Special Items Category).

4) The GM may wish to allow the character to choose one or more Background Categories after he determines the result of earlier option selections. For example: Trevor expends one option to get a unique ability, rolls, and determines the result by looking at the Special Ability Background Category. He likes the result and decides to allocate his second option to a different Background Category.

5) Once the character allocates his options, he rolls (or picks) once on Background Options Table for each of his options, cross-indexing the number on the dice with the results in the Background Categories chosen earlier. The GM may wish to allow the character to choose the results, rather than having them make rolls.

Note: *The GM should feel free to add their own background categories or modify those listed here to fit their game.*

BACKGROUND OPTIONS

Set Options: An option used in this category will have a fixed result of the character's choice. These results include: special skill bonuses, spell adders, languages, and stat increases.

Special Abilities: The special abilities reflect a character's inherent physical or psychological makeup; they are not learned like skills. As with racial bonuses, these ability bonuses do not affect a character's skill ranks. When applicable to an action, they are handled as additional bonuses.

06-02 SET OPTIONS CATEGORY

This category has six options available, nine if using optional options:

- 1) A special +15 bonus for any secondary skill.
- 2) A special +10 bonus for any primary skill (i.e., non-secondary).
- 3) A +1 spell adder.
- 4) A language to skill rank 10 spoken and written.
- 5) Increase one stat by 2 or three stats by 1 each; both temporaries and potentials (to a maximum of 101).
- 6) Skill rank 5 in a random secondary skill, or one chosen by the GM to reflect your background.
- 7) Mannish Appearance* - This character has an appearance closer to that of a "normal" race, creatures such as orcs or trolls which take this ability will be able to pass for an unusual, deformed or ugly member of another race. (This will usually not fool close, detailed inspection.) This option is intended for games where the appearance of a member of the character's race would incite a riot or some similar tumult. Many games will not require it.
- 8) Unusual Tongue* - Due to something out of the ordinary (Mutation, magic, etc) this character is capable of speaking a language they should not be physically capable of speaking. Ranks in this language must still be developed normally.
- 9) Offset Racial Flaw* - This ability allows the character to offset one flaw from their race. Using this option, an Orc could operate in daylight without penalty, or an individual of an aquatic race would be able to breathe/move out of the water. This option cannot be taken to cancel the flaw of another background option, it is only intended to allow PC's of races that would not normally be possible.

* Designates an optional background set option.

06-03 SPECIAL ABILITIES CATEGORY

01-05:	Neutral Odor
06-10:	Exceptional Tone
11-15:	Acute Smell
16-20:	Infravision
21-25:	Exceptional Voice
26-30:	Empathy
31-35:	Acute Hearing
36-40:	Exceptional Spatial Judgment
41-45:	Nimble
46-50:	Charismatic
51-55:	Good Tendons
56-60:	Increased Lung Capacity
61-65:	Quick Thinker
66:	Unusual Sight
67-70:	Lightning Reactions
71-75:	High Pain Threshold
76-80:	Unusual Agility
81-85:	Silent Mover
86-90:	Great Strength
91-95:	Lycanthropy
96-97:	Highly Resistant
98-99:	Unusually Enchanted
100:	Exceptionally Enchanted

6.2 SPECIAL ABILITIES DESCRIPTIONS

Neutral Odor: Your body creates a peculiar neutral odor that cannot be smelled and masks the odor of anything within 5'. Unfortunately, you are sensitive to heat and operate at -10 whenever the temperature rises above 80°.

Exceptional Tone: You have a high range voice which can be used once a day to either: (1) shatter normal glass surfaces which are no more than 1' thick and weigh no more than 1000 pounds or (2) create a 5th level scream attack which stuns all listeners within a 25' radius for 2 rounds (if they fail an RR). Whenever it is raining and you are not in a fully enclosed space (e.g. no open windows), you must roll once every four hours – or once if less than four hours – and with a result of 01-25 you cannot speak for that period.

Acute Smell: Your acute sense of smell enables you to perceive and distinguish odors up to 100' upwind, 2000' downwind, and 500' in still air. Should you track something based on experience with its odor you have a +25 bonus. Regrettably, you suffer from nosebleeds at high altitudes and operate at -5 for every 1000 feet above sea level.

Infravision: You possess infravision and can see sources of heat up to 100' away, so long as it is dark. Your peculiar need

for sleep requires 10 hours rest each day and you are at -5 for each hour short of that figure (e.g. you are at -10 if you get only 8 hours of sleep).

Exceptional Voice: Your voice has a soothing tone which gives you a +15 to any roll when you attempt an verbal action to calm or persuade someone: e.g. in conversation, singing, public speaking, trading, acting, "Calm" spells, etc. Sadly, you are afraid of lightning and thunder and will be incapacitated if caught in a thunderstorm; in such a case, you will be at -50 if under partial cover and you will drop, freeze, and become immobile if outside and exposed to the elements.

Empathy: You have empathy with a type of animal of your choice and receive a +25 bonus when attempting any maneuver on or with such an animal. Prolonged association (e.g. a month) to a specific animal of the given type will enable you and the animal to mentally communicate within a range equal to 100' x your level. Unfortunately, any other animal that might normally attack the animal type you are close with will attack you upon sight (with a bonus of +25 to its OB).

Acute Hearing: Your acute hearing enables you to perceive, isolate, and understand any sound; your range is 100' for open areas or 25' when listening through solid objects. When you go to sleep, however, you cannot be awakened (even magically) during the first hour of your slumber.

Exceptional Spatial Judgment: You have an exceptional ability to judge angles and changes in the slant of relatively uniform, solid surfaces. You receive a +25 bonus when attempting to perceive traps or secret doors that are set in walls, floors, or ceilings that have such surfaces and you can judge the angle of an incline almost immediately.

Nimble: Your nimble skeleton allows you a +20 bonus when making moving maneuvers; but, should you walk more than 5 hours without resting for at least two hours you have problems. At the beginning of each hour thereafter you must roll and, with a result of 01-25, both of your arms will fall "asleep" and be useless for 1-10 hours.

Charismatic: You possess a pair of enticing, sparkling eyes that provide you with a charismatic air. Add +15 bonus for all actions involving leadership or influ-

ence: e.g. public speaking, seduction, Charm spells, Hold spells, etc. Lamentably, your eyes also spasm at random times and give you severe pain. Whenever, a roll is made by or on behalf of your character (and only your character), and that roll results in a natural 66, you take 1-10 hits and are immobilized with pain for 1-10 rounds.

Good Tendons: Your legs have tremendous "spring" and you receive a +10 bonus for all leaping maneuvers. A vertical jump of up to 4', a standing jump of up to 8', or a running jump of up to 20' is routine. Your hand joints share this uniqueness and you receive the +10 bonus for actions involving picking locks, rowing, or pulling on things with your hands: e.g. tugging on a rope or firing a non-mechanical bow. This syndrome has a drawback: whenever you strike something with your hand or with an object in your hand, you must roll. Should the result be 01-05, your hand will be "locked" and useless for 1-100 rounds.

Increased Lung Capacity: Your tremendous lung capacity enables you to hold your breath for up to 5 minutes without damaging yourself. In addition, you have twice the endurance you normally would have. Sadly, you are allergic to coniferous plants (pines, spruces, junipers, etc.) and, due to a runny nose and watery eyes, are at -20 whenever you are within 25' of such a plant for more than a minute (10 rounds).

Quick Thinker: An exceptional ability to quickly concentrate and focus on matters enables you prepare actions (e.g. spells, bow attacks) one round quicker than you would normally. Whenever you are attacked from the flank or rear, however, your concentration works to your disadvantage: the attacker automatically gets to ambush you and receives a 5 rank ambush skill bonus. In addition, anytime you use a concentration spell you must roll each round you attempt to stop concentrating: with a result of 01-25 you cannot disengage.

Unusual Sight: Each of your eyes is of a different color. You have the capability to close your eyes and concentrate for a round and, in so doing, reorient your vision so that you can see invisible objects, but not visible organic objects. To return to normal sight you reverse the

process. Whenever you are struck or fall, however, you must roll once and, with a result of 01-05, your vision is reoriented. For example, if you bump into a door and roll an 03 you can only see invisible Objects or visible inorganic objects – until you pause and reorient yourself.

Lightning Reactions: You have lightning reactions that give you a +5 DB, a +5 OB, and +20 for determining initiative (e.g. who swings first). Nonetheless, you are plagued by flashbacks of a terrifying childhood experience centering upon some vicious projectile. Whenever you are attacked by a missile weapon you must roll and, with a result of 01-10, you will lapse into flashback state, leap to the ground, and curl up for 1-10 rounds in an immobilizing state of panic.

High Pain Threshold: Your exceptional inner reserve allows you to withstand pain and you add +3 to each roll when determining your available concussion hits when increasing your body development skill rank. This strength of resolve comes from years of having to deal with a weird chronic disease. At the beginning of each week you must roll and, with a natural result of 01-02, you break out in a sweat and are covered with sores and rashes. The condition lasts for 1-10 days, during which your Appearance and temporary Presence are halved and you operate at -20.

Unusual Agility: Due to your fine wrists, you are impeccably precise with thrown objects and have a +20 bonus for throwing attacks or actions, including sweeps and throws. Unfortunately, whenever you land after a fall or leap, climb, hang, “fast sprint” or dash you must roll – With a result of 01-02, the appendages involved “collapse” and are sprained: you are stunned for 1-10 rounds and, for 1-10 days, you are at -50 for actions involving the injured areas.

Silent Mover: Your quick but quiet stride (1) gives you a +20 bonus when attempting to move silently (e.g. stalk); (2) allows you to ambush anyone who you can strike from behind, with a +2 ambush skill rank bonus; and (3) gives you a +20 bonus for balancing maneuvers. This ability is due to your odd inner ears and are related to your plight: whenever you are in water or it rains and you are not in an enclosed, unexposed area, you cannot

hear and you operate at -30 (but you can swim normally).

Great Strength: You are unusually strong and have a +20 Strength stat bonus (in addition to any other). This is due to your great stature, for you are the maximum size for one of your kind. Anytime you consciously apply your strength, however, you must make a RR versus a 1st level attack (SD stat bonus) or you with apply all your power involuntarily. For example, you should develop a consciously limp handshake for any conscious application of your grip might crush the hand of the one you greet.

Lycanthropy: You suffer from Lycanthropy and may change into a specific mammal of your choice, based on the GM's discretion and keeping your background and origin in mind. This shape-change can occur in two ways: (1) voluntarily, when you concentrate for 1 round, but only if you can make a successful open-ended D100 roll which exceeds 100, based on a bonus of +5 per level (in addition, control skill can be developed at cost of 2/5); or (2) involuntarily, whenever you are struck or fall for the first time in a given day and fail a RR (SD stat bonus) versus a 1st level attack. Of course, when you change form most of your items and equipment will fall to the ground and you act like a large wild beast of the given type, using large attacks with a +25 OB bonus. If *Creatures & Treasures* is available, use its Lycanthrope rules.

Highly Resistant: A bizarre allergy allows you a +40 RR bonus versus spells from one realm (roll: 01-40 = Essence; 41-70 = Channeling; and 71-100 = Mentalism). However, anytime you cast a spell from that realm or handle an item whose power is based on that realm, you are beset upon by watery eyes and sneezing. During the following round you roll a D100 – the result is equal to the penalty you must operate with for 1-10 rounds. For example, if you roll a 27 you operate at -27 for 1-10 rounds.

Unusually Enchanted: You have an enchanted quality about you and are naturally proficient with spells. You start knowing one spell list up to the level equivalent to one pick by a character of your profession. If you are a Non-spell user or a Semi-spell user, your spell list

development costs are half of normal. Yet, whenever you laugh, cry, are stunned, or are bleeding, you glow with a bright red hue that is akin to the light of a campfire. Even if you are invisible, your "aura" will be visible.

Exceptionally Enchanted: You are exceptionally enchanted. You have a +50 RR bonus versus spells from one realm (roll: 01-40 = Essence; 41-70 = Channeling; and 71-100 = Mentalism) and a +25 bonus when casting such spells or attempting to understand and use inscriptions and items whose power is based on that realm. You are also afflicted with a peculiar fear of dark, enclosed spaces that occasionally flares up. Whenever you enter such a situation you must roll a RR (no bonus) versus a 1st level attack. If you fail, you will panic and pass into a coma for 1-10 hours. For example, you are fine outside on a dark night, but when you enter a dark cave complex you must roll. Say you succeed, but someone lights a torch whose flame then goes out; you must roll again (watch out for strobe lights).

SPECIAL ITEMS

These items are objects imbued with an inherent bonus, talent, or imbedded spell. Since they are heirlooms, the GM should impress upon the players that their PCs are emotionally tied to these items, and will not sell them unless some extraordinary pressure is applied. If multiple rolls or choices are taken from this category, we suggest the character have the right to combine the properties in one item or spread them through two or more separate devices. If joined in one item, all the bonuses are cumulative (up to +30 for bonus items, +4 for spell adders, and x3 for spell multipliers).

SPECIAL WEALTH

This category provides the character a way of acquiring extra cash prior to adventuring. The

amounts listed in gold pieces can be broken down into lesser denominations. Characters receiving one or more gems can take the same sum in coin. If two

06-04 SPECIAL ITEMS CATEGORY

01-10	One bread, poison, or herb from the Enchanted Herbs, Breads, and Poisons Price Table on pages 113-118. The GM may require a random roll or permit the PC to select one.
11-20	A +5 bonus magic item* of the player's choice.
21-30	A +10 bonus magic item* of the player's choice from the Accessory Price Table on page 108.
31-50	A +10 bonus non-magic item** of the player's choice.
51-65	A +10 bonus magic item* of the player's choice or a +1 spell adder item***.
66	Loyal domesticated animal which starts at PC's level.
66-75	A Daily I spell item****.
76-80	A +15 bonus non-magic item** of the player's choice. (See 31-40 above.)
81-85	A +15 bonus magic item* of the player's choice or a +2 spell adder item***.
86-90	A Daily II spell item****.
91-95	A +20 bonus non-magic item** of the player's choice or a x2 spell multiplier item or a +3 spell adder item***.
96-97	A Daily III spell item****.
98	A Daily IV spell item****.
99	A Daily V spell item****.
100	One loyal unusual creature (e.g., a monster).

* Bonus magic items —permit a bonus to any rolls pertaining to actions affected by the item (e.g., when used, a +5 saddle adds +5 to any roll involving an associated riding maneuver). Such items are also lighter than their normal counterparts, permitting a reduction in their associated minimum maneuver penalty equal to their bonus.

** Bonus non-magic items —permit either a bonus to rolls for associated actions (e.g., static maneuvers, moving maneuvers, or OB), or they can reduce the associated minimum maneuver penalties (e.g. a +15 non-magic chain hauberk could be equivalent to AT 16 with a minimum maneuver penalty of -15).

*** Spell Adders and Multipliers —affect spell casting capacity. Spell adders allow the user to cast one or more extra spells per day, regardless of their level, without expending PP (e.g., a +2 spell adder permits casting of 2 extra spells/day). Spell multipliers multiply the character's available PP.

**** Daily spell items —are normal items (e.g., a trowel, brooch, or sword) with spells imbedded in them. These spells can be used one or more times daily, according to the following breakdown: Daily I = 1st lvl spell 1x/day; Daily II = 1st lvl spell 2x/day or a 2nd lvl spell 1x/day; Daily III 1st lvl spell 3x/day, or a 2nd or 3rd lvl spell 1x/day; Daily IV = 1st lvl spell 4x/day; or a 2nd or 3rd lvl spell 2x/day; or a 4th lvl spell 1x/day; Daily V = 1st lvl spell 5x/day, or a 2nd lvl spell 3x/day, or a 3rd lvl spell 2x/day, or a 4th or 5th lvl spell 1x/day. The GM may wish to choose the type of item according to the PC's background or, if play balance allows, he may permit the player to design their own item.

Note: If multiple rolls or choices are taken from this category, it is suggested that the player have the option of joining two or more abilities into one item. The bonuses, adders, and multipliers would be cumulative, although we suggest that a magic item have no more than a +20 bonus.

Note: If Creatures & Treasures is available, a GM may allow the random generation of an item in lieu of rolling on this table.

options are used in this category, one roll may be made with a +25 modification (any options used in excess of 2 will result in separate rolls).

06-05 SPECIAL WEALTH CATEGORY

Roll	Amount
01-02	1 gp
03-05	2 gp
06-10	3 gp
11-15	4 gp
16-20	5 gp
21-25	10 gp
26-30	15 gp
31-40	20 gp
41-50	25 gp
51-60	30 gp
61-65	35 gp
66	ten 10 gp gems
67-70	40 gp
71-75	50 gp
76-80	60 gp
81-85	70 gp
86-90	80 gp
91-93	100 gp
94-95	six 20 gp gems
96-97	fifteen 10 gp gems
98-99	income of 5 gp/month*
100	income of 10 gp/month*

* These results only occur on "unmodified" rolls, treat modified rolls of more than 97 as 97. This income is deposited with a specific financial institution or association. The character must choose specific location for the place of deposit. Deposited income will be kept as safe as is possible (no insurance or interest is involved). The source of this income will depend upon character's background or circumstances (e.g., land, trust fund, etc.), but it should be inaccessible to the character (i.e., he can not draw on the principal).

SPECIAL STATUS

Characters opting for two choices from this category may receive only one result. Generally, this will be the choice with the highest status. We suggest that only rolls (not choice) be allowed in this category.

6.3 SPECIAL STATUS DESCRIPTIONS

Cursed: Your family is cursed with one of the following banes:

(01-20) You cannot refuse an offer of hospitality, regardless of the source or circumstance but have a +20 Pr bonus while enjoying the reception;

(21-30) You cannot befriend an animal (e.g., a familiar), although you can ride any beast of burden with a +10 bonus;

(31-40) You cannot refuse a plea for help from either an innocent or an underdog – even if it means endangering your life or intervening against an ally – but you have +20 to all actions taken during any such endeavor;

(41-60) You cannot refuse a personal, one-on-one challenge but you have a +15 bonus to your OB during any such contest;

(61-80) You cannot accept a loan without repaying it threefold;

(81-100) You cannot harm a creature that has not first attacked you or some friend (or companion, or an innocent, etc.) in your presence, although you have a +25 DB against that creature's initial attack;

Impoverished family: You acquired your money by discovering a cache hidden at your last place of rest.

Criminal background: Your family is associated with an organized (but rather common) guild/network of brigands. You carry an item or phrase of recognition associated with the group.

Guild background: Your family is connected with an association of merchants or craftsmen. You carry an item or phrase of recognition employed by the guild.

Multi-cultural, multi-linguistic: You are fluent (10 skill ranks written and spoken) in 2-3 additional languages of your choice and have a basic understanding of the associated cultures.

Animal-friend: You possess an intimate understanding of any one species of animal, including their habits, signals, ways of thinking, lifestyle, and animalis-

06-06 SPECIAL STATUS CATEGORY

Roll	Status
01-10	Cursed.
11-20	Impoverished family.
21-30	Criminal background.
31-40	Guild background.
41-50	Multi-cultural, multi-linguistic.
51-60	Animal-friend.
61-70	Race-friend.
71-80	Royal blood.
81-90	Conspiratorial background.
91-96	Rich.
97-100	Charmed.

tic secrets.

Race-friend: You possess an intimate understanding of any one race other than your own, including their language, ways of thinking, lifestyle, and racial secrets.

Royal blood: Your family possesses royal blood.

Conspiratorial background: You or your family is connected with an association of powerful individuals (e.g. a cult intent upon seizing control of an empire embracing the whole kingdom, continent, or world. They control assassins, rebels, and other subversive elements, as well as legitimate political and mercantile organs). You carry an item or phrase of recognition employed by the group.

Rich: Your family is rich; take a free +20 wealth roll.

Charmed: Your family is charmed. Events tied to sheer luck or happenstance (i.e. involving no skill or concerted thought) are skewed in your favor by 20%. For instance, you and a bear come upon each other and are startled. Normally the GM makes a 50/50 dice roll to see if the bear runs or attacks, any result of 51+ favoring you, but in your case a roll of 31+ favors you.

6.4 STARTING MONETARY

RESOURCES

A GM should look to the nature of the local/world economic system to determine how much money a character should start with. Generally, we suggest a character should start with a modest sum, allowing him/her to acquire the bare basics in terms of armor, weaponry, food, and survival tools.

Characters starting in mid-campaign will invariably receive help from party members, but may need better than average equipment to withstand heightened challenges (i.e. those not normally faced by first level groups). Some characters may receive no money (e.g. those found robbed and beaten up), but these situations must be carefully weighed.

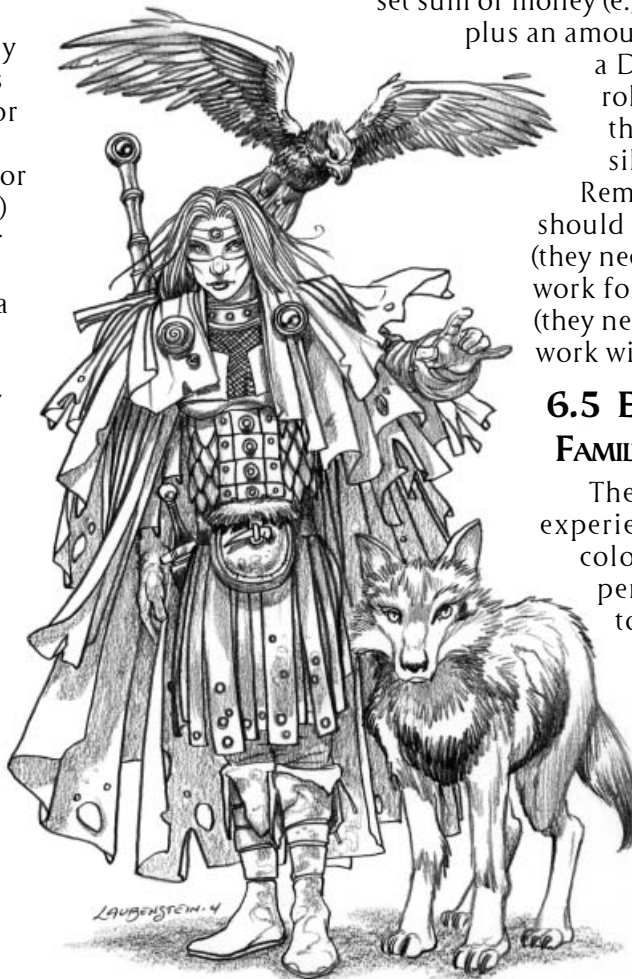
ICE suggests that players be given a set sum of money (e.g. 50 silver pieces) plus an amount determined on

a D100 roll (e.g. a roll of 43 would give the player $43+50=93$ silver pieces).

Remember, the players should not be too rich (they need something to work for) or too poor (they need something to work with).

6.5 EXPERIENCES AND FAMILY BACKGROUND

The events and experiences of our past color the way we perceive and react to the events around us. The friendly offer of assistance from a stranger can be entirely misinterpreted by someone who has recently



been attacked, merely because of the fractured trust and fear that will be dominating their thoughts, distorting their thoughts and perceptions. The impact of a character's past life and family history will shape their reactions and attitudes, enabling the player or GM to allow the character to react in a far more realistic manner. Rich, varying experiences lodged in a character's past history will act to spur certain individualizing feelings in the player.

Example: *Shiloh once had an embarrassing incident involving squirrels. He remains ever wary of the little beasts and may go to extreme lengths to capture them, even in the heat of a battle.*

Family background is, perhaps, the most significant tool in this category. Events involving one's family – legacies, feuds, traditions, etc., – all act to give a character certain "reference points" for adventure. A character may seek revenge or some heirloom of great value; they may wish to follow the path of their mother or father. By giving the character a unique background with a number of significant and interesting experiences and family notes, great choice is allowed, and the character will have wide leeway in pursuing interests relating to their past – any one of which differs markedly from those of their companions.



7.0 SKILLS



As a character advances in levels he develops and trains in certain abilities called skills. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g. fighting, maneuvering, spell casting, etc.). As he develops and improves a skill, his "skill rank" with that skill will increase, indicating a corresponding increase in his abilities and bonuses with that skill.

The primary skills fall into 6 different areas:

Maneuvering in Armor: Soft Leather, Rigid Leather, Chain, and Plate (section 7.3).

Weapon Skills: One-Handed Edged, One-Handed Crushing, Two-Handed, Bows, Thrown, and Pole Arms (section 7.4).

General Skills: Climbing, Swimming, Riding, Disarming Traps, Picking Locks, Stalking & Hiding, and Perception (section 7.5).

Magic Skills: Learning Spell Lists, Runes, Staves & Wands, Channeling

and Directed Spells (Optional: Power Point Development). (section 7.6)

Special Skills: Ambush, Linguistics, Adrenal Moves, Adrenal Defense, Martial Arts, and Body Development (section 7.7).

Secondary Skills: For a complete list see Option 18 in section 7.8.

7.1 SKILL RANK BONUSES

Most skills have a skill rank bonus, which is generally included as part of the total bonus utilized when applying that skill. Different skills use this bonus in different ways as described in the individual skill descriptions in section 5.4. In general, skill ranks modify a character's chances of succeeding in certain actions.

The standard skill rank bonus is given in Table 07-01. Basically, the table follows a standard progression. The bonus is -25 if the rank is 0 and +5 if the rank is 1. The bonus increases by 5 for each of ranks 2 to 10, by 2 for each of ranks 11-20, by 1 for each of ranks 21-30,

and by ½ for each rank above 30. Certain skills do not use this normal skill rank bonus, as specified in the skill descriptions (sections 7.3-7.8).

07-01 SKILL RANK BONUS TABLE			
Skill Rank	Normal Bonus	Skill Rank	Normal Bonus
0	-25	15	+60
1	+5	16	+62
2	+10	17	+64
3	+15	18	+66
4	+20	19	+68
5	+25	20	+70
6	+30	21	+71
7	+35	22	+72
8	+40	23	+73
9	+45	24	+74
10	+50	25	+75
11	+52	26	+76
12	+54	27	+77
13	+56	28	+78
14	+58	29	+79
15	+60	30	+80

Plus 1/2 for each skill rank over Skill Rank 30.

7.2 SKILL RANK DEVELOPMENT

Skills are presumed to derive from study and experience. Under the *Rolemaster* character development guidelines, at each level of development a character has a certain number of development points which may be expended as desired by begin learning or improving skills (i.e. increasing a skill's "rank"). Material and practice may be required by the GM, see Optional Rule 10.1 below.

OPTION 9: HOBBIES

Characters usually begin play with fairly normal fantasy roleplaying characters. Due to the cost effectiveness of developing certain skills, this may seem very restrictive to some people. This option suggests that a simulation of hobby skills be used. In this case, hobbies are defined to be skills or abilities that do not normally coincide with the profession of the character.

At the end of the development period for adolescence, the character may choose a skill as his primary hobby and another skill as his secondary hobby. At the end of his appren-

ticeship development period (before Spell Gain Rolls), the character receives 4 extra skill ranks in his primary hobby and 2 extra skill ranks in his secondary hobby. Most skills may be chosen to be hobbies, and the skill ranks obtained are in addition to any developed by the normal process.

A character may not choose a skill as a hobby if his development point cost for that skill is 20 or more.

This optional rule is only meant to provide a guideline for the use of hobbies. We have found they make characters more individualized and unique. A GM may want to change the number of hobbies or allocate the number of skill ranks any way he wants between the two hobbies (i.e. 5-1, 4-2, or 3-3). The GM may want to restrict the use of hobbies to coincide with the individual backgrounds or his campaign setting.

OPTION 10.1: ADDITIONAL REQUIREMENTS FOR SKILL ACQUISITION

Under the basic rules, there are no physical requirements for skill development. The only requirements for a character to develop a skill are (1) gain an experience level and (2) expend the development points. This assumes that the character practices and meditates on the skills that he



is learning. The following rules provide requirements that must be met before skills can be learned. The GM can adopt some, none, or all of the following optional rules. These rules add some extra bookkeeping and complexity to the skill development and level advancement process.

Practice And Studying – When using this rule a certain amount of time must be spent practicing and/or studying a skill to be developed (whichever is appropriate). The amount of time spent should be determined by the GM depending upon his campaign setting and the pace that he wants to set for his game. The suggested values are 1 day/skill rank and 1 week for a spell list. This practice or study can occur anytime after the skills have purchased with DP.

The practice or study should take approximately 8 hours per day. The time could be spread over a long period of time at 8 hours/skill rank and 56 hours per spell list. Under some world systems (or for some races) this might be more or less than 8 hours per day.

Equipment And Facilities For Practice – A GM may want to require equipment and facilities for practice. This could be accomplished by having gyms, practice arenas, schools, guilds, etc. This adds complexity, but provides additional reasons for adventures in town or city settings within a campaign game.

Material And Facilities For Studying – For reasons similar to those given previously, the GM may want to require material and facilities for learning and studying spell lists, linguistics, runes, staves/wands, etc. This requirement would also allow the GM to restrict the use of certain spell lists that do not fit into the campaign setting being used. It also can be used to initiate quests and adventures to obtain certain rare and expensive spell lists.

Meditation Period – Often when a character reaches an experience level it occurs at an active moment during a game. If the character has already completed his practice, he may reasonably request that he be allowed to advance his developed skill ranks. This can be very disruptive. When using this rule, once an experience level is reached the skills developed are not advanced until the character has slept or meditated for 8 hours (more or

less depending upon the wishes of the GM). This reflects the character thinking or dreaming over the experience that he has gained during the last level and how it applies to his skills and abilities.

OPTION 10.2: PARTIAL SKILL ACQUISITION AT HALF-LEVEL

When a character reaches an experience point total that is more than half way to his next level, he can advance 1 skill rank in up to 3 skill areas. He may only select skills used since last level gain.

The reasons for including this rule are threefold. At the lower levels the amount of experience required to advance a level is more than in other fantasy role-playing systems. This reverses at the higher levels since our experience progression is arithmetic instead of geometric. Secondly, it is a compromise between the reality of a continuous learning process and the playability of developing skills only at discrete intervals. Finally, if the three skills chosen are skills that have recently been employed in the adventure in progress then this rule reflects the action in the game.

The GM has two options when using this rule: he may allow the player to choose the three skills or the GM can examine the activities of the character during the past half-level and choose the skills to advance based upon those activities. The GM may also choose to vary these options depending upon the situation.

If one of the skills chosen is spells, the character may be allowed to make a Spell Gain Roll to learn the spell list being developed. If he is successful, then he will only be able to cast spells on the list that are of a level equal to or lower than his current level. If he is unsuccessful, no Spell Gain Roll is allowed when he reaches the full level (i.e. only one Spell Gain Roll per level of development).

Note: When the character reaches full level, they must subtract the DP costs for these skills before spending the rest of their DP.

OPTION 10.3: PRACTICE FOR ONE SKILL RANK EACH HALF-LEVEL

In the real world practice without experience does develop skills. However, in a fantasy role playing world this can lead to characters doing nothing more than

staying in a safe place and developing very high skill ranks. Thus we assume a campaign setting that requires practice and experience to develop skills. This optional rule provides a facility for limited skill development through practice alone.

A character may advance one skill rank through practice once during each half-level. The character must practice and study as described in Option 10.1 for one week for each development point that the skill rank normally takes him to develop (e.g. if the skill rank costs him 9 development points, it takes 9 weeks). The time may spread out over a long time period.

Skills costing a character 20 or more development points may not be developed in this manner.

The skill being practiced is advanced when the practice period is completed. Only one skill can be advanced per between levels period, and only by one skill rank. If the practice time is not completed before the full level point is reached, the opportunity for gaining a skill rank that half-level is lost. However, the time already spent practicing may be carried over to the next half-level. The usual require-

ments for practice, equipment, material and facilities should be employed. If a skill rank in learning a spell list is added to a list being learned, the spell list gain cannot be rolled for until the next full level is reached.

Note: *Characters do not pay DP for this one rank learned from practice.*

DEVELOPMENT POINTS

Development points are derived from one's stats (characteristics). Each character has 5 Development Stats (Constitution, Agility, Self Discipline, Reasoning and Memory) that affect his ability to develop skills. A higher Constitution allows more rigorous training; Self Discipline keeps boredom at bay, etc. Each of these stats (temporary values, not potentials) gives the character a number of development points (see Table 07-02); these points are totaled and may then be expended to develop skills by increasing skill ranks.

Development points are received (as outlined above) when a character is started and each time a character advances a level (see chapter 9.0). These points must be expended immediately to

acquire or improve skills (i.e. skill development). The expenditure of development points represents the effort that the character is using to improve that skill, the amount of time spent on it, etc.

Furthermore, development points must be spent immediately upon acquisition. A character may not accumulate development points from level to level, nor may they be transferred from one character to another.



OPTION 11.1: DEVELOPMENT POINTS BASED ON STAT BONUS

As all game actions are based on the bonus, rather than the stat, some GMs may choose to base Development points on the total bonus rather than the stat. Follow the process described in 7.2 above, but use the DP given on the line for the total bonus after stat gain, rather than the temp stat itself. This means that racial modifications, injuries, special traits or permanent magical effects that affect development stat bonuses can raise or lower the amount of DP the character gets each level.

- Bonuses above +35 should use the +35 line.
- For +5 bonuses: Temp of 85 or higher gives 8 DP, 84 or lower gives 7 DP
- For +0 Bonuses: Temp of 60 or higher gives 6 DP, 40-59 gives 5 DP and 39 or lower gives 4 DP.
- For -5 Bonuses: Temp of 15 or Higher gives 3 DP, 14 or lower gives 2 DP.
- Bonuses below -25 should use the -25 line.

OPTION 11.2: FLAT DEVELOPMENT POINTS

Some GMs may prefer not to tie development points to stats. To simplify the process, and to "level the playing field" between characters, a flat number of Development Points per level is gained regardless of stats. Average non-adventuring characters would receive 25 DPs per level while PC adventurers and similar exceptional NPCs with PC level stats would receive 40 DPs per level.

Note: *Using this method has a drawback; players will tend to maximize their Primary Stats, since the Development Stats no longer offer the benefit of more DP.*

OPTION 11.3: ADDITIONAL DEVELOPMENT POINTS FOR SECONDARY SKILLS

A GM may wish to give characters additional development points to be used solely for the development of secondary skills. We suggest 25% (round down) of a character's normal primary development points. These extra points may only be used

for Secondary skills, but a player can feel free to spend their primary DP on secondary skills.

07-02 DP FROM STATS

Unusual Personal characteristics such as high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat" ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Additional columns are present to indicate the number of development points the character gets from his particular statistic.

1-100 Stat	Bonus on D100	Development Points
102+	+35	11
101	+30	10
100	+25	10
98-99	+20	9
95-97	+15	9
90-94	+10	8
85-89	+5	8
75-84	+5	7
60-74	0	6
40-59	0	5
25-39	0	4
15-24	-5	3
10-14	-5	2
5-9	-10	2
3-4	-15	1
2	-20	1
1	-25	1

SKILL DEVELOPMENT COST

The cost of developing a skill is determined by preadolescent training. The best reflection of this is the character's profession; a fighter is taught in his youth some of the basic principles behind weapons, either through a formal apprenticeship or through watching combats with the keen interest of one who wants to follow that profession. Similarly, spell users begin at an early age to attune their minds to the acquisition of their chosen magic. This early training is reflected in the Character Development Table 07-03, where the development point costs of acquiring various skills are listed.

It is a basic premise of *Character Law* that these early years in which learning patterns are formed, prejudices established, and attitudes molded are more important than a few years of study and adventuring; thus a character's skill rank in an area never affects the cost of improving that skill. A Magician who has become a near expert with a sword is still a Magician, with a Magician's thought patterns and study methods, and must pay more to increase his skill with a sword than a beginning Fighter.

Certain environments of youth may lead to differences from the standard training received by each profession. This will make some skills easier to acquire while at the same time necessarily making the mind less attuned to other skills. The GM must determine which changes of this type are appropriate for his game and world system.

NORMAL SKILL DEVELOPMENT

To develop a skill, a character expends the points indicated by the character development table and improves his skill in that area by one rank. A character is born with rank 0 ability in all skills (increasing a skill rank by one may be termed developing, acquiring, or improving it). A character is generally allowed to develop any skill he wishes at a rate of one skill rank during each experience level at the cost (in development

points) given for his chosen profession and after having studied it while attaining another experience level. Many skills may not (at any cost) be developed at a rate faster than one skill rank per character level. For a given profession, these skills have a single cost number in Table 07-03.

RAPID SKILL DEVELOPMENT

Preadolescent training may allow some skills to be developed at a faster rate than

normal. Fighters and the weapon skills are a good example of such "rapid skill development". For such skills, a slash and two cost numbers will appear in the appropriate cost space of the character development table. If a skill is to be raised one rank, the cost before the slash is paid in development points. If a skill is to be raised two ranks, the cost before the slash is paid for the first and the cost after the slash is paid for the second. Both skill ranks are received at the same time.

Example: A Rogue with a skill rank 2 in Climbing wants to increase it to skill rank 4. The cost listed is 3/6 indicating he expends 3 development points to progress to skill rank 3 and 6 more (total 9) for skill rank 4.

If the slash is followed by an * instead of a number, that area may be developed as much as desired during any experience level and

each rank of development has the same cost (the cost before the slash). These skills are often of a different nature than those that must be acquired at a slower rate. See the descriptions of individual skills for further information.



07-03 PRIMARY SKILL DEVELOPMENT COSTS

Profession	Prime Req.	Man. in Armor				Weapon Skills **						General Skills						Magical Skills					Special Skills							
		SL	RL	Ch	Pl	(Assign the six dv. Costs to the six categories)						Climb	Swim	Ride **	DaT	PkL	S&H	Perc	Spells **	Runes	Staves & Wands	Chan	Dir Sp **	Amb	Ling **	Adr Mv **	MA **	BD	PPD ***	
Fighter	CO/ST	1/*	1/*	2/*	2/*	1/5	2/5	2/7	2/7	2/7	5	3/7	2/6	2/6	3/8	3/9	2/5	2/5	20	7	9	25	20	3/8	3/*	2/6	20	3/7	1/3	10
Thief	QU/AG	1/*	2/*	3/*	4/*	2/7	3/8	4	4	4	6	2/5	1/3	2/6	1/3	1/3	1/3	1/3	10	6	7	20	20	1/3	3/*	2/6	20	3/7	3/7	10
Rogue	ST/AG	1/*	1/*	2/*	3/*	2/5	3/8	3/9	3/9	3/9	6	3/7	2/5	2/5	2/5	2/6	1/3	1/3	8	6	8	20	20	2/5	3/*	2/6	20	3/7	2/5	10
War. Monk	QU/SD	9	9	10	10	4	6	8	8	8	15	3/7	1/5	2/7	3/9	3/9	2/4	2/5	10	6	9	19	20	3/9	3/*	1/3	3/7	1/3	2/7	10
Magician	EM/RE	9	9	10	11	9	20	20	20	20	20	6	3	3	7	8	5	3	1/*	1/4	1/4	7	2/5	9	2/*	6	20	9	8	1/4
Illusionist	EM/RE	9	9	10	11	9	20	20	20	20	20	7	3	3	8	8	3	2	1/*	1/4	1/4	7	2/6	5	1/*	6	20	9	8	1/4
Alchemist	EM/RE	9	9	10	11	9	20	20	20	20	20	7	3	3	4	4	6	3	1/*	1/3	1/3	7	2/7	9	1/*	6	20	9	6	1/4
Cleric	IN/ME	1/*	2/*	10	11	6	7	9	9	9	20	5	3	3	7	8	5	3	1/*	2/5	2/5	1/4	3	9	2/*	5	20	6	6	1/4
Animist	IN/ME	2/*	3/*	10	11	6	7	9	9	9	20	4	3	1/3	8	8	3	3	1/*	2/6	2/6	2/5	3	6	2/*	5	20	6	4	1/4
Healer	IN/ME	2/*	3/*	10	11	9	20	20	20	20	20	6	3	3	8	8	6	3	1/*	2/6	3/7	2/5	3	9	2/*	5	20	6	1/3	1/4
Mentalist	SD/PR	4/*	5/*	6/*	7/*	6	8	15	20	20	20	5	3	2	7	8	5	3	1/*	2/5	2/5	8	2/6	9	2/*	3	15	3	6	1/4
Lay Healer	SD/PR	2/*	3/*	4/*	5/*	8	8	15	20	20	20	6	3	2	8	8	6	3	1/*	2/6	2/6	8	2/7	9	2/*	3	15	3	6	1/4
Seer	SD/PR	4/*	5/*	6/*	7/*	6	15	20	20	20	20	4	3	2	7	7	6	1/3	1/*	2/6	2/6	8	2/7	9	1/*	3	15	3	6	1/4
Sorcerer	EM/IN	9	9	10	11	9	20	20	20	20	20	7	3	3	7	7	6	3	1/*	2/5	2/5	2/5	2/5	9	2/*	5	20	9	8	2/5
Mystic	EM/PR	4/*	5/*	6/*	7/*	9	20	20	20	20	20	7	3	3	7	7	2	2	1/*	2/5	2/5	8	2/6	4	1/*	5	15	6	8	2/5
Astrologer	PR/IN	4/*	5/*	6/*	7/*	9	20	20	20	20	20	7	3	3	7	7	6	2	1/*	2/6	2/6	1/5	2/7	9	1/*	5	15	6	6	2/5
Monk	EM/SD	9	9	10	11	5	8	8	8	15	15	3/7	2/6	3	4	4	2/7	2/7	4/*	4	5	13	9	4	3/*	2/4	6	2/5	3/7	5
Ranger	IN/CO	1/*	2/*	3/*	4/*	3/7	4	6	6	6	9	3/9	2/6	2/6	4	4	1/5	2/7	4/*	5	6	3	15	3	3/*	2/7	20	4	2/7	5
Bard	PR/ME	2/*	2/*	3/*	5/*	3/9	6	7	7	7	15	3/9	2/6	2/6	4	4	2/7	2/7	4/*	5	6	13	10	6	1/*	2/7	15	3	3/8	5

** —Skill areas so marked may include several skills that can be developed independently of one another. All skills in such an area have the same development cost. For example, skill in riding a horse and skill in riding a camel fall into the skill area of riding. The two skills must be developed separately, at a development cost indicated in the above chart.

*** —This skill is an optional primary skill

Characters are permitted during each experience level to improve their skills 1 rank at the development cost listed. Only if a notation such as "2/7" appears, may a skill be improved two skill ranks during one experience level. The cost before the slash (in development points) is paid to raise the skill the first rank and the cost after the slash is paid (in addition) to raise it the second rank (if desired). (Thus to improve a skill from rank 2 to rank 4 when a cost of 2/7 is listed requires the expenditure of 9 total development points.) A notation of 1/*, 2/*, 3/*, etc., indicates that an infinite number of skill ranks in this area may be developed at one time at the listed cost for each. **NOTE:** Skill with each weapon must be acquired individually.

There are six costs grouped together in the weapons skill area for each character. Players are to allocate the six costs given among the six weapons categories listed as they wish. (Thus a Bard may place his 3/9 cost in any one of the six weapons categories; his 6 in another, his 3 7's in three others and his 15 in the last area - all six cost figures must be used and none can be used more often than it appears). Once these weapons skill costs are assigned, they may not be changed. If the Gamesmaster determines that the heritage or environment of the character should have a major influence on the type of weapon he finds easy to learn. He may mandate that a particular cost figure be placed in a particular area. Note that these are the only skill costs that can be so arranged - it is not permitted to exchange costs in any other areas, even between similar skills such as "Maneuvering in Plate" and "Maneuvering in Chain."

Weapon Skills are divided into the following categories: One-Handed Edged, One-Handed Crushing, Two-Handed, Missile, Thrown, and Pole Arms

Abbreviations: The following abbreviations are used on this table - SL = Soft Leather; RL = Rigid Leather; Ch = Chain; Pl = Plate; DaT = Disarm Traps;; PkL = Pick Locks; S&H = Stalk & Hide; Perc = Perception; Spells = Spell List Acquisition; Chan = Channeling; Dir Sp = Directed Spells; Amb = Ambush; Ling = Linguistics; Adr Mv = Adrenal Moves; ADef = Adrenal Moves; MA = Martial Arts; BD = Body Development; PPD = Power Point Development

7.3 MANEUVERING IN ARMOR SKILLS (MM)

This is one of the skill areas that does not conform to the general skill bonus pattern. Each armor type (AT) has a maneuver penalty associated with it for untrained individuals (See Table 07-05). This penalty modifies Moving Maneuver rolls attempted while wearing that armor type. The different armor types are divided into five groups based on composition (see *AL* for a complete explanation). A character may develop maneuvering skill for each of these groups. (Except, of course, "No Armor")

07-04 MANEUVER IN ARMOR CATEGORIES

ATs 1-4	No Armor
ATs 5-8	Soft Leather
ATs 9-12	Rigid Leather
ATs 13-16	Chain
ATs 17-20	Plate

Each skill rank of maneuvering for a group of armor types reduces the penalty for maneuver by 5 (even for skill ranks over 10) until the minimum maneuver penalty is reached. This limit represents the fact that the weight and constriction of the armor will always hinder the character to some extent. These minimums may vary for certain superior or magical armor.

Example: *Dral has a skill rank 18 in Maneuvering in Plate Armor. He may wear breastplate and greaves (AT 18) with a maneuver penalty of only 20 = 110 - (18 x 5). If he wears just the breastplate*

(AT 17), the penalty is 15 even though 90 - (18 x 5) = 0, since 15 is the minimum maneuver penalty associated with wearing a breastplate.

07-05 ARMOR MANEUVER MODIFICATION TABLE

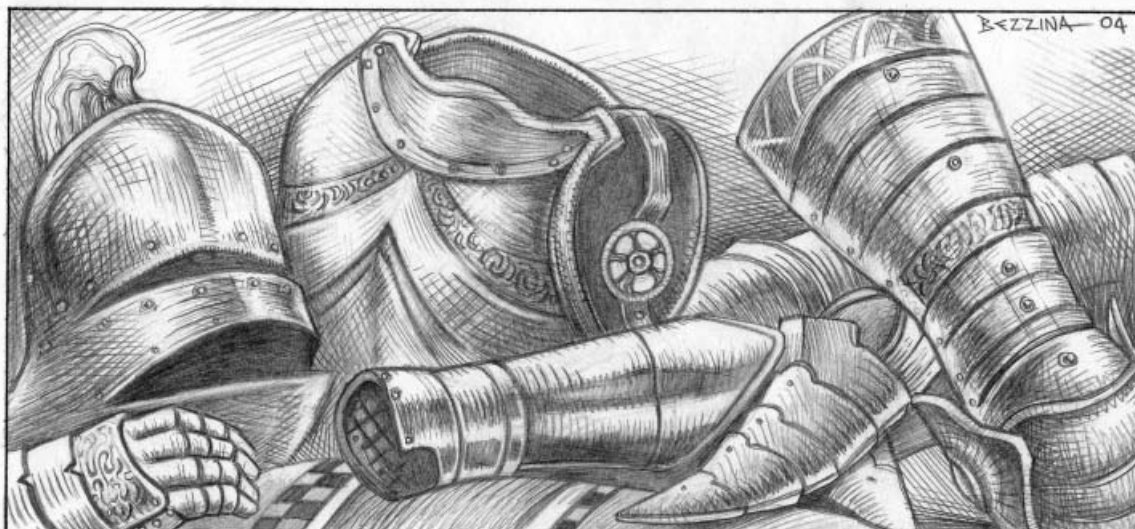
Armor Type	Minimum Maneuver Mod.*	Maximum Maneuver Mod.	Missile Attack Penalty	Quickness Penalty /
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-20	5	0
7	-10	-40	15	10
8	-15	-50	15	15
9	-5	-50	0	0
10	-10	-70	10	5
11	-15	-90	20	15
12	-15	-110	30	15
13	-10	-70	0	5
14	-15	-90	10	10
15	-25	-120	20	20
16	-25	-130	20	20
17	-15	-90	0	10
18	-20	-110	10	20
19	-35	-150	30	30
20	-45	-165	40	40

* - Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type.

† - Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type.

‡ - The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant.

§ - An armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB. Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.



NOTES ON ARMOR CHARACTERISTICS

Armor types are designed to reflect the protective capability of one's covering. Heavier coverings (e.g. ATs 15,16,19,20, etc.) are usually much more cumbersome than light armor or mere clothing. It is easier to make contact with, but it resists penetration better than the less cumbersome armor types. Therefore, "critical strikes" achieved against the more cumbersome armor types will be less frequent and lower in severity. However attacks resulting in just concussion hits will be more frequent (i.e. the hindrance due to these coverings make the target easier to strike but harder to seriously damage).

Less cumbersome armor types have the advantage of providing the wearer with mobility. Fewer swings will make contact because the agile defender will completely avoid the blows. However when a swing does make contact, the result is usually more severe than it would be against the more cumbersome armor types: frequent and severe criticals along with more concussion hits are the rule.

Animals often attack the upper body. In addition, their penetrating power is usually limited. This is reflected in the *Claw Law* attack tables – animals and monsters can be devastating against the lighter armor types where the wearer's high mobility is outweighed by the creature's maneuverability. However, against higher armor types most beast attacks are relatively ineffective.

Spell attacks are also affected by armor. Metal armor is particularly effective when a character is resisting spells, but often lessens the wearer's mobility. Therefore, he may be easier to hit with Elemental spells but harder to severely damage. Lightning and other forms of electrical attacks, are more effective against metal clad foes. Fire is more effective against flammable armor types; primarily the organic armor types (e.g. leather and cloth).

Note: Use Agility/Strength stat bonuses for Maneuvering in Armor skills.

7.4 WEAPON SKILLS (OB)

These skills determine a character's effectiveness when using weapons in combat (as opposed to spells). Skill must be developed separately for each

weapon. The skill bonus for each weapon is part of the character's Offensive Bonus with that weapon. The total Offensive Bonus (includes a number of factors) is usually added to any "attack rolls" made with that weapon.

WEAPON SKILL CATEGORIES

Six skill costs for weapons are listed on the Character Development Table 07.03. The following six categories of weapons must be assigned to these costs:

- One-Handed edged weapons
- One-Handed crushing weapons
- Two-Handed weapons
- Missile (Bows & Crossbows)
- Thrown weapons
- Pole Arms

Some weapons fit into more than one category—a hand axe can be held in hand or thrown, and skills should be developed with both methods of using it separately. Similarly, some weapons may be used either one-handed or two-handed, and skill must be developed separately for each mode of use.



ASSIGNING COSTS TO WEAPON CATEGORIES

During the preadolescent period, characters will develop an interest or an affinity with a weapon (and category), making skill in that type of weapon easier to develop. Thus each character may take the six weapon-skill costs listed for his profession and assign them to the six weapon categories as he sees fit. A Fighter, for example, may have two weapon categories in which it is very easy to develop weapon skill (costs: 1/5 and 2/5), one category that is very difficult (cost: 5), and the other categories range in between (costs: 2/7). Once assigned, these skill costs are permanent; they may not be switched around later.

The GM may decide that the culture in which the character grew will determine some of the character's category/cost assignments.

Example: *Dral was raised in a country where bows and arrows were considered undignified and beneath true warriors, and so the GM decides that Dral (a Fighter) must put his cost "5" in the Missile column; in spite of the fact that the player controlling Dral would rather shoot people in the back from long range than risk death in a fair sword fight.*

SKILL FOR WEAPONS WITHIN A CATEGORY

A character's skill with each weapon (and each way of using it) is considered a separate area for development purposes. Thus Dral's skill with a crossbow has no effect on his use of a composite bow although both are in the same weapons category. Similarly, skill with a scimitar does not help you with a long sword: although both weapons are similar, there are serious problems with trying to use them in the same way. (See the optional rules for some suggestions on the effects of learning weapon skills similar to those already acquired.)

Note that because skills with different weapons are considered separate, two weapons of the same type may be developed simultaneously without penalty, provided that the development cost of each is paid.

Note: *Use Agility/Strength for Thrown Weapons, Agility/Agility/Strength stat bonuses for Missile Weapons, and Agility/Strength/Strength stat bonuses for other weapons.*

OPTION 12.1: WEAPON SKILLS FOR SIMILAR WEAPONS 1 (HALF BONUS)

Certain weapons require skills that are very similar to other weapons. For example, the use of a broadsword is very similar to the use of a sword. In the basic rules, skill in every weapon must be developed separately.

This optional rule allows for skill in one weapon to affect the skill of a character in a "similar" weapon. The skill rank bonus with a particular weapon is the skill rank bonus with that weapon or half (round up) the skill rank bonus of any similar weapon - whichever is higher. Table 07-06 shows which classes of weapons are similar to one another. Any weapon not on Table 07-06 can be assigned a class by the GM. The GM might also vary the degree of "similarity" by varying the percentage of the bonus applied to similar weapons.

Example: *Elfor has a +70 skill rank bonus with a broadsword and a +20 skill rank bonus with a longsword. Since they are "similar weapons" and half of 70 (i.e. 35) is higher than +20, Elfor can use a longsword with a +35 skill rank bonus (plus any other applicable bonuses).*

OPTION 12.2: WEAPON SKILLS FOR SIMILAR WEAPONS 2 (HALF RANK)

This option allows a character to use half of his skill rank with a "similar" weapon rather than half the bonus. When using this option, a character's skill rank with a weapon is either his rank with that weapon or half the rank of a similar weapon (whichever is higher). In the example above, this would result in a +50 skill rank bonus.

This can lead to higher bonuses for similar weapons with a skill rank higher than 10. It also means that in some cases increasing skill rank with a weapon will increase the skill ranks with certain other similar weapons. Since a character's skill rank with a weapon can be "half of his skill rank (round off) with a similar weapon" (see above), some weapons' skill ranks may be increased when the skill rank of the weapon with the highest skill rank in a similar weapons group is increased.

Example: *Suppose Dral has skill rank 0 with all 'bows' (similar bow weapons include: short bows, long bows, and composite bows).*

If (in one development period) he develops his short bow skill to rank 2, then his skill with both long bow and composite bow will automatically increase to rank 1. If in

another development period he develops skill with his short bow to rank 4, his skill with both longbow and composite bow will automatically increase to rank 2.

07-06 SIMILAR WEAPONS TABLE

07-06 SIMILAR WEAPONS TABLE			
Short blades** Dagger Dirk Sai Main Gauche Short sword Sai	Long double-edged blades Broadsword Short sword Long sword Bastard sword (1H) Katana (1H) Shang* Dag* Yarkbalka*		Thrusting blades Rapier Foil Kynac* Long Kynac*
Long single-edged blades Scimitar Sabre Cutlass Falchion Dag*		Short axes** Handaxe Tomawhawk Hatchet Cabis* Short sword	Short spikes** War Hammer Mace Ice Axe Baw*
Long axes Battle axe Woodsmen's axe 3/4 Axe ("Hudson's Bay Axe")		Long spikes War mattock Mattock Pick 2H hammer	Great blades Bastard sword (2H) Katana (2H) 2H sword Claymore No-dachi Irgaak*
Pole arms ** Pole arms Spear Javelin Pilum Harpoon Lance (unmounted) Trident	Bows Short Bow Long Bow Composite Bow	Crossbows Light crossbow Heavy crossbow	Rope weapons Net Lasso
Chains plus Morning star Nunchaku (1 H)	Great chains Flail Nunchaku (2H)	Mounted Pole Arms Lance (mounted) Spear Javelin	Lines plus Bola Ge*
Thrown Projectiles ** Boomerangs Shuriken Darts	Clubs Blackjack Jo (1H) Tonfa Club (1H)		Staves Quarterstaff Jo (2H) Cudgel Club (2H) Spear
Slings Sling Staff sling	Whips Cat-o'-nine-tails Whip		Blow guns Blow gun Pea shooter
* Fantasy weapons from Claw Law.			
** Throwable weapons in these categories are similar for purposes of throwing. All other throwable weapons are not similar to any other weapons for throwing purposes.			

These skill rank increases are actual changes to the skill ranks of those weapons and may be recorded as such. It is often easier to keep track of the skill ranks of the highest ranked weapon in a similar weapon group and any other weapons in the group that are being independently developed. The skill ranks of such weapons may later be increased further either through the normal development process (just keep track of the skill rank for each one) or through the use of this similar weapons rule.

Since certain weapons are actually variations on a theme, similarities in patterns of skill development may enable an adventurer to increase his skill in two or more items at the same time. Particularly flexible weapons, such as the short sword, might be used by characters developing expertise in different categories that are relatively unrelated (e.g. a short sword such as a Roman/Spanish gladius falls into 3 categories: long double-edged blade, short blade, and short axe categories).

The following is a breakdown of common weapons into similar categories. These divisions will help provide guidelines for the categorization of other arms.

7.5 GENERAL SKILLS

These skills are principally a measure of the character's ability to cope with his physical environment. They include the non-combat non-magical skills that are so vital to an adventurer's survival, climbing, swimming, riding, disarming traps etc. Since spell users tend to concentrate on magical studies, they find these skills more difficult to develop.

CLIMBING (MM)

This could range from the ability to climb sheer faces (absurd), through mountain climbing (very Hard), to climbing a ladder (easy). This ability includes skill in going up and down ropes, rappelling, using hand-holes properly, etc. (use the difficulty table). The normal climbing rate for walls with adequate handholds is 10'/round as a "medium" moving maneuver.

Note: Use Agility stat bonus for climbing.

SWIMMING (MM)

Skill rank 1 will prevent the character from drowning in water over his head. Further skill ranks will enable the character to make headway against a current, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water.

For this skill, armor maneuver penalties are tripled. The GM should assign high difficulty to swimming in armor. We suggest:

07-07 SWIMMING IN ARMOR	
Plate	Absurd
Chain	Extremely hard
Rigid leather	Very hard
Soft leather	Hard
Heavy clothes	Medium
Other factors such as treacherous water might increase the difficulty.	

Note: Use Agility stat bonus for Swimming.

RIDING ANIMALS (MM)

A single skill rank is necessary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the chance of retaining control of the animal (when it is startled or hostile) or gaining control of an unfamiliar animal (of the type you have skill with). For rules on mounted combat, see AL.

Like weapons, skill ranks in Riding must be developed separately for different animals.

Note: Use Empathy/Agility stat bonuses for Riding.



OPTION 13: RIDING SKILLS FOR SIMILAR ANIMALS



This rule is identical to Options 12.1 and 12.2, except it allows similarity of riding skills for "similar" animals. The GM may indicate the classes of similarity for the animals that exist in his world system. For example, a group of similar animals might include horses, ponies, mules, donkeys, zebras, etc.

DISARMING TRAPS (SM)

This skill enables a character to disarm a trap. Traps of more than moderate complexity may be represented by difficulty modifications to a disarm traps roll (to be assigned by the GM from Table 10-01).

Note: Use Intuition/Agility stat bonuses for Disarming Traps.

PICKING LOCKS (SM)

As in Disarming Traps, this skill adds to a character's ability to pick a lock.



Again, the GM can assign difficulty modifications to attempts to pick especially complex locks using Table 10-01.

Note: Use *Intuition/Agility stat bonuses for Picking Locks*.

STALKING (MM) AND HIDING (SM)

Stalking is the ability to move using silence, using camouflage, and shadows to conceal your presence, while Hiding is the same ability used when not moving. You develop this as one skill, but use different stats for each task.

Note: Use *Agility stat bonus for Stalking*. Use *Self Discipline stat bonus for Hiding*.

PERCEPTION (SM)

This skill affects how much information and how many clues a character gets through observation. It may be used to notice the right things, to find carelessly hidden objects, to see that pile of old clothes in the corner, to notice the imperfection in the wall that hides the secret door, the trigger for the trap ahead, the ambush. These are the type of things that the GM cannot mention to the players because to do so would call them to special attention that the character's perception might not allow.

If a character states that he is watching or examining an area, situation, or place, the

GM should make a static maneuver roll modified by the perception skill bonus of the character to determine if the character notices or detects anything. The GM may keep this roll secret, revealing only what the character has observed. Of course a heavy subtraction should be given (if a roll is allowed at all) in situations where the players don't know what their characters are looking for or don't specify their characters are looking for something in particular (likewise, looking for ceiling traps makes it difficult to see pit traps, etc.). This bonus may be used to modify an opponent's maneuver roll attempt to Stalk or Hide (see Option 26).

Note: Use *Intuition/Reason stat bonuses for Perception*.

7.6 MAGIC SKILLS

These skills are principally associated with the study of various branches of magic. They are primarily the prerogative of Pure and Hybrid spell users, although they are open to Rogues, Thieves, Fighters, etc., within the limits of high costs and other restrictions assigned (see *Spell Law*) to reflect the difficulty of development by laymen. These skills have an adventuring bias—they represent the magical skills favored by adventurers. In a well designed campaign world, however these magical skills and spell lists will represent only a tiny fraction of the magical skills and spell lists that exist.



LEARNING SPELL LISTS

Spell users learn lists up to and including certain levels by developing skill ranks. However, this area diverges from the standard skill and bonus rules: a character who is trying to learn spells (i.e. has spent development points toward learning part of a spell list) makes a Spell Gain Roll (SGR). This is a 1-100 roll (not open-ended) with a roll of 101+ required to successfully "Learn" a portion of a list. See *SL* for a complete description of spell lists and learning spell lists (and more options relating to spell acquisition).

DEVELOPING SKILL RANKS FOR SPELL LISTS

When a character expends development points to acquire skill ranks, he may attempt to study one, and only one, list of spells by developing skill ranks for that list (see below for the only exception). Characters may not develop skill ranks for a variety of lists and count on the luck of the dice to give them spells. A character must develop only one list of spells at a time.

Once he has learned a portion of that list (i.e. made a successful Spell Gain Roll), his skill ranks in that list drop to zero. Then he may begin to develop skill ranks in another list or new skill ranks for a higher-level portion of the same list.

The cost for developing a skill rank for a list (see Table 07-08) varies depending on the type of spell user:

07-08 SPELL LIST ACQUISITION COSTS	
1/*	For Pure and Hybrid spell users
4/*	For Semi spell users
8, 10, or 20	For Non spell users

Depending on cost, a spell user may acquire several skill ranks for a list at one time. These skill ranks represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those spells, through meditation, practice, etc. The GM must be the judge of the availability and cost of that information to the character.

Note that a portion of a spell list may be learned (see *SL*) only if the spell user has already learned all of the lower level portions of that list.

If a character is able to allocate development points for a total of 20 skill ranks with a list (insuring its gain), he learns the list immediately and may spend DP to develop skill ranks for a second spell list. He will "learn" the appropriate portion of the first list and be entitled to make a Spell Gain Roll for the second.

If a character, after making an unsuccessful Spell Gain Roll, wishes to begin the study of another list, he may do so, but he forfeits all skill ranks developed for the first spell list. Such skill ranks may be neither transferred nor retained if the character wishes to switch his efforts to some other spell list. He may, if he has enough development points, allocate development points to bring the skill rank total with the first list to 20 and then begin to develop skill ranks for the second as described above.

THE SPELL GAIN ROLL

When making a Spell Gain Roll, the character rolls 1-100 (not open-ended) plus 5 x his skill ranks in the list. A result of 101+ indicates success. Thus, 20 skill ranks guarantee that the character will "learn" part of the spell list up to a certain level (see *SL* for a full explanation of this process).

Modification due to Skill Rank: (5 x skill rank in the list) A bonus based upon the amount of practice/training the character has performed in that particular realm, as measured by the number of skill ranks he has developed for that spell list.

An Unsuccessful Roll: If the SGR is not successful (i.e. less than 100), the skill ranks are not lost; rather it just means that the character has not gained a complete understanding of the forces to be utilized. After he has had time to "ponder his experiences" and has gained further "understanding of his universe" (i.e. when his experience level increases), he may make another Spell Gain Roll, gaining the full benefit of his skill ranks in the list (which he may increase by further development in the meantime). Eventually the character will learn of part of the spell list (assuming he survives and continues to advance in experience levels).

Note: Before making a new roll at the next level, you may spend DP to buy more ranks. If you purchase 20 ranks, you automatically gain that spell list, and may spend DP on another, which you then make a spell gain roll on.

Remember that you can never make more than one spell gain roll per level.

A Successful Roll: Once a successful Spell Gain Roll is made, the character is considered to have learned the use of the spells on the portion of the list that he was studying. He may then use them as long as such use complies with other rules for their use (power points, time requirements, etc.). The number of skill ranks in that list is reduced to zero. The character may develop more skill ranks for that list, but they apply to learning a higher-level portion of the list.

Note: No applicable stat bonus unless Option 14 is used.

Example: Dral, our Fighter, decides he wants to learn to use some spells. He allocates 20 development points to spell learning and receives one skill rank in his chosen list (the Mentalist list: "Cloaking"). He visits the library in a major city, where much knowledge of such trivial magic can be found, pays his use fee and accomplishes his research. From now on, until he either gives up or succeeds he will make Spell Gain Rolls for that same list upon reaching each new experience level. The first time he tries, Dral rolls a 15. $15 + 5$ (5 per skill rank) = 20 which is somewhat less than 100. Dral continues adventuring and reaches yet another experience level. This time he rolls a 72 for his spell gain roll. $72 + 5$ (he still possesses the skill rank he acquired before and has been meditating over what he does know) = 77, again unsuccessful. Dral decides to study harder and allocates another 20 development points, preparing a second skill rank with this spell list. This time he visits a monastery where he has a friend who is a high level Magician. The friend shows him some of the things he is doing wrong, and the GM agrees that this is enough to credit him with the skill rank he is developing. However, all the helpful hints in the world from his friend will not give Dral more than the 10 bonus from his two skill ranks.

After further adventuring, Dral reaches yet another level of development. This time his spell gain roll is a 35. $35 + 10$ (5 per skill rank \times 2 skill ranks; now: one new and one from before) = 45 – still not successful. Dral considers trying other lists of spells but he doesn't want to lose the skill ranks invested

in the Mentalist "Cloaking" list, so he perseveres. He allocates no more development points, but continues to meditate and review. He goes up yet another level and this time rolls a spell gain roll of 99. $99 + 10 = 109$. Dral may now use the spells on the Mentalist "Cloaking" list subject to any restrictions from the general magic rules that may apply (see SL).

It is meant to be difficult for a Fighter, like Dral, to learn the use of spells. Twenty points is usually $\frac{2}{3}$ or more of the total development points available to a character for a given level. If Dral had been a Pure or Hybrid spell user, each 20 DP would have resulted in 20 skill ranks (at a cost of $\frac{1}{*}$) and a spell list learned automatically.

OPTION 14: STAT BONUSES FOR SPELL GAIN ROLLS

In the basic rules no stat bonus is added to Spell Gain Rolls, when using this optional rule, the bonus for the applicable stat is added to each spell gain roll. This applicable stat is the primary stat for the realm of magic of the spell list being learned:

- Empathy is the primary stat for Essence
- Intuition the primary stat for Channeling
- Presence is the primary stat for Mentalism
- For Hybrid base spell lists average the stat bonuses of the two realms involved

In order to attempt to gain two spell lists in one level of development, the first list must still be developed to 20 skill ranks (i.e. the primary stat bonus cannot be applied). However, the bonus can be applied to the roll for the second list (at least one skill rank is required). The GM should be aware that this optional rule increases the ease of learning spells, and they should ponder possible effects on their campaign setting before applying it.

Example: Bandring has a 90 Empathy and is a Magician (an Essence spell user) with a +10 primary stat bonus (Empathy). If he elects to expend the development points necessary to assure him of one spell list (i.e. 20 skill ranks), he can then add his +10 bonus to any roll made to get a second list (if at least one more skill rank is developed). If he only develops his first list with 18 skill ranks, he has a $(18 \times 5) + 10 = 100\%$ chance of receiving this list, but he cannot attempt to develop a second list.

CHANNELING

This is the skill of transmitting and receiving power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver or know his exact location (direction and distance, or a specific place). The receiver must know exactly when the spell is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell, then another spell user (or deity) could use channels to send him a spell (if he knew where the altar was and the correct time). In some cases it will occur when a Cleric is on a vital mission and his god decides to aid him. It is permissible, however, for characters to Channel to each other.

It is important to note that the spells a Channeling spell user (i.e. Clerics, Animists, Healers, etc.) acquires normally through worship and the use of intrinsic power points (although the entire realm is termed "Channeling") are not subject to this rule. Similarly, the acquisition of channeling skill will not allow other characters to gain a Channeling spell user's intrinsic spell ability. This skill only applies to extraordinary channeling.



TRANSMITTING POWER POINTS

Normally Channeling consists of transferring power points from one character to another. The sender expends the power points and multiplies this number of power points by his Channeling skill rank bonus expressed as a percentage (e.g. a sender with a 60 Channeling skill rank bonus – skill rank 12 – and expending 20 power points actually channels only 12 = 60% x 20). Treat channeling abilities of greater than 100 as 100, and round down the resulting power points, this is the number of points sent.

The receiving character multiplies the number of points sent by his Channeling skill rank bonus (again, expressed as a percentage, the result is rounded down, and channeling abilities of more than 100 treated as 100). This result is the number of points received. The receiving character may use these points as he wishes. Any unused points will be lost the next time he sleeps.

Channeling between characters (including NPCs) may only take place if they are concentrating on the same realm of power. In other words a Cleric can't channel to a Magician. In the case of a Non spell user (i.e. Fighter, Thief, Rogue or Warrior Monk), the character's realm of magic should be determined at 1st level. Gods are, of course, able to channel to whomever they please. Hybrids may channel to or be channeled by character's concentration on either of the Hybrid's realms (e.g. a Mystic can channel in either Essence or Mentalism).

TRANSMITTING SPELLS

Spells may be channeled in rare cases. If the receiver is of the proper spell realm, the sender may cast spells through him. It is not necessary for the receiver to know how to cast the spell; he is not required to do any of the work. The spell is cast, and the power points expended by the sender. The power points are subject to the same modifications for Channeling skill rank bonuses as power points sent without a spell, and sufficient power points must be received to cast the spell. The spell may not be cast if it depends on the receiving character to provide any of the power points, nor may one individual cast the spell while someone else channels the power points required to cast the spell.

Example: Bak is of the Mentalism realm of Magic. He has skill rank 1 in Channeling (5%) and no further bonuses. A high level Mentalist, Moour, offers to channel through him, and Bak, in need of such help, agrees. Moour must see Bak, make mental contact with him, or know exactly where Bak is. Bak must also know the exact time that the spell is being sent. Moour, in a crucial situation, throws "Cold Resistance" (a 3rd level spell) and puts 60 power points into the effort. He has a 100% Channeling ability and all 60 points are sent, but Bak receives only 5% or 3 of them. This, however, is enough to power the spell and it takes effect. Had Moour possessed only a 90% Channeling ability, he would have had to expend 67 PPs for the spell to take effect ($90\% \times 67 = 60$ PPs. sent, with $5\% \times 60 = 3$ PP being received). Failure to provide even one of these 67 power points would make it impossible for the spell to work.

BURNOUT DUE TO CHANNELING

Successful Channeling can be dangerous. Roll 1-100 and add the number of power points received (this die roll is open-ended). Subtract the skill rank (not skill rank bonus) in Channeling of the receiving character. If the result is over 100, a burnout has occurred.

Example: Bak's brother Geen is a Cleric, with skill rank 14 in Channeling. In a crucial situation, he asks his god, Blag, for help and Blag responds (the GM rolls an incredible reaction for the deity) by throwing the spell "Absolution Pure" through the Cleric. This is a 20th level spell and the god sends 40 power points with the spell. All 40 are sent (Blag is a god) and Geen receives 58% of them (23). He now rolls D100 to determine if it affects him. He rolls a 48 (+23 for the power points received in the spell), -14 for his skill rank (note that the skill rank, not the bonus is subtracted). The total is 57 ($48 + 23 = 71 - 14 = 57$) and Geen does not suffer burnout. Suppose that Geen had rolled a 97 instead of a 48. Since 97 is over 95, under the "open-ended" rules, he must roll again and add. He rolls a 23 the second time for a total "roll" of $120 + 23 = 143$, yielding a 129. Geen has suffered some form of burnout.

If burnout occurs, roll twice on the 15+ column of Table 05-02. This is the number of points that are lost from the

Memory stat (the temporary not the potential). This process is repeated for Reasoning. If this process reduces either stat to 0 or below, all experience and skills are lost. On the brighter side, the character can now switch professions as they have lost all memory of his adolescence, apprenticeship, and the rest of their life (though it will take them many years to function as an adult again).

Should a burnout occur, the sender of the channeling power to the target must roll under their Presence on 1-100 or suffer the same result (gods would not be affected). If the sender survives, unharmed, they may (regardless of the status or will of the receiving individual) exercise absolute control over the target's body and its remaining knowledge, skills, spells and power points. The sender must have some method of issuing commands and instructions to the burnout victim. This control lasts 24 hours or until contact is broken.

Note: Use Intuition stat bonus for Channeling.

OPTION 15: CHANNELING

BURNOUT WHEN USING SPELL LAW

If *Spell Law* is available and a burnout occurs, a 1-100 roll is made and 5 x the amount that the burnout roll was above 100 is added. This total is applied to the Non-attack Spell Failures Table from *Spell Law*. This result can be in addition to the loss of Memory and Reasoning or instead of it (at the GMs discretion).

RUNES (SM)

Rune skill enables a character to decipher and use Runes (spells inscribed in suitable media). To decipher a Rune a character makes an open-ended roll, adds his skill rank bonus, adds any bonuses from Table 07-09 and subtracts the level of the spell on the Rune. If the resulting total is 101+, the Rune is deciphered and the character may use it. If the total is negative, the spell on the Rune is cast on the character attempting to decipher the Rune (or a random bystander if the GM deems it appropriate). If the total is between 75 and 100, the character learns what the spell is but can not use it. If the total is between 0 and 74, nothing happens. These results are summarized in Table 07-09.

If the level of the spell on the Rune is less than or equal to the level of the character attempting to use it to cast a spell, deciphering the Rune is sufficient to use it (subject to the normal chances of Spell Failure). If the Rune is a level above that of the character, or of a realm of power other than his specialty, a second roll, similar to the first, must be made to successfully cast the spell from the Rune (for these purposes, Fighters, Thieves, Rogues and Warrior Monks have no realm of power that is their specialty). Runes are generally not reusable.

A character should be given one chance to decipher a Rune. If he fails, he may not try again until he improves his skill rank with Runes. Generally this is accomplished by going up a level, but if the character has not planned on increasing his Rune skill rank (has not allocated any development points to it), he does not get to make another try at deciphering it until his Rune skill rank is increased.

Note: Use *Empathy/Intuition* stat bonuses for Runes.

07-09 RUNES AND STAVES/WANDS TABLE

The "spell(s)" referred to below is the spell (or spells) on the rune being deciphered or the spell (or spells) on the item that is being mastered.

-20	- If the character does not know the realm of the spell(s).
+10	- If the character does know the realm of the spell(s).
-10	- If the character does not know what the spell(s) is.
+20	- If the character knows what the spell(s) is.
-30	- If the character's realm of magic differs from the realm of the spell(s); hybrid spell-users have two realms for these purposes.
+30	- If the character can cast the spell(s) intrinsically.
-10	- For each previous use roll that resulted in 01-30.
+10	- For each previous use roll that resulted in 70-100.

Total use roll = D100 (open-ended) + skill bonus - level of spell + Any of the above modifications that may apply.

If the total use roll is over 100 the spell(s) is usable under the restrictions given in Section 7.6

Greater than 100	- Spell usable.
75-100	- Spell learned.
0-74	- Nothing.
Less than 0	- Spell affects character.

Once a use roll is made, another cannot be attempted for the same spell(s) until the appropriate skill level is increased (runes or staves-wands).

STAVES AND WANDS (SM)

This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting abilities (see *SL*). In order to cast spells from an item, the wielder of the item must have made a "staves/wands roll". The process for gaining the capability of casting spells off an item is identical to that for deciphering a Rune, except that the spell on the Rune is equivalent to the spells on the item.

If an item has several spells or groups of spells that are widely separated in power or type, the GM may require separate staves/wands rolls for each spell or group of spells.

Learning to use an intelligent item may not necessarily give the character control over that item. An item may have an ego, which the character must roll over (on 1-100) in order to impose his will on the item's.

"Teaching" someone else to use an item is not permitted. Using an item is a personal experience between the individual and the item. Although you may tell someone what the item does and thus remove any penalty for not knowing the power of the item, you cannot aid them in their actual attempt.

Certain spells on items do not normally require a staves/wands roll, they include:

Spells that operate constantly:

Boots of Silence, Cloaks of Invisibility, etc.

Bonuses built into items: Bonuses on weapons, bonuses on armor, spell adders, spell multipliers, etc.

Spells in intelligent items: Intelligent items can cast the spells that they contain when instructed by a wielder who can communicate with the item and whom the item will obey (unless specifically created otherwise, intelligent items will obey any wielder). Rules concerning intelligent items can be found in *Spell Law*.

All of these cases include spells that do not require the conscious casting of any spell by the wielder of the item.

Note: Use *Empathy/Intuition* stat bonuses for Staves and Wands.

DIRECTED SPELLS (OB)

Spell Law makes provision for Spell Attack Rolls with certain “elemental” spells. These Spells are specifically listed there, and have separate attack tables. Skill may be developed separately for each such spell.

Developing skill in Directed Spells is treated just as developing skill in weapons. Generally skill may be developed only for spells that are directed against a single target (e.g. Fire Bolts but not Fire Balls or Fire Storms). A character wishing to develop skill with such a spell must be able to cast it at least once per day (either intrinsically or from an item or runes).

This rule is important for it allows certain spell users to specialize in particular elemental spells in the same manner that fighters may specialize in their weapons.

Note: Use Agility stat bonus for Directed Spells.



OPTION 16: POWER POINT DEVELOPMENT (SP)



This optional skill replaces level in calculating total Power Points. Using this option, you determine a characters total PP by multiplying the PP factor for their (Temporary) PP stat by the number of



ranks they have in PPD. See chapter 8 of *Spell Law* for more on power points. (This skill should be considered a Primary Skill if used)

Example: *Molnar the magician has a 95 Empathy, offering 2 PPs per the table. He has purchased 14 ranks of Power Point Development, so he has $14 \times 2 = 28$ PPs.*

7.7 SPECIAL SKILLS

The following skills do not fit neatly into the previous skill categories. This diverse category contains skills raging from Linguistics to the Martial Arts and Body Development. Players should look at the section below very carefully, since it contains major survival skills. Aside from the vital and obvious importance of Body Development, players should not neglect the Perception skill.

LINGUISTICS (SP)

Rolemaster is created for a world with a variety of cultures and languages. There is no such thing as a common tongue or an alignment tongue (though a GM can add them for his world system), although certain professions have developed their own language for use in research.

Each language must be developed individually in steps from a skill rank at which the language cannot even be recognized to a skill rank of full understanding of the idiom and the snide jokes often made about Dwarves, Elves, and travelers. In addition, skill ranks for each language must be developed separately for written and spoken forms. See Table 04-02 for the communication ability given by each linguistic skill rank in a language.

Skills in one language normally have little effect on others; however “brother languages”, those deriving from an immediate common ancestor, may be an exception.

See section 4.4 concerning Race and Effects on Play for further information.

Note: No applicable stat bonus.

ADRENAL MOVES (VARIES)

These skills relate to the development of the art of superhuman effort. Using “concentration” and self discipline, the character skilled in Adrenal Moves must prepare the round before he will use one of

these skills. This is accomplished by taking a 20% penalty on action in this preparation round. Adrenal Moves may not be attempted in consecutive rounds, nor may more than one be attempted at any one time. Skill ranks in each Adrenal Move must be developed separately. Each Adrenal Move counts as a separate area for development purposes.

Strength (SM): This skill gives a character a +10 bonus on his offensive bonus and doubles the number of concussion hits that he delivers. At the end of the preparation round, the character rolls 1-100, adds applicable bonuses from Table 7-14, and then adds his skill rank bonus. A roll of 101+ indicates success and the above bonuses apply for the next round. Failure means no bonuses are obtained the next round.

Speed (SM): This allows a character to move at twice normal speed (as if hasted) and thus increase his activity for one round as described in *AL*. Speed is prepared just as the Strength Adrenal Move; success is determined in the same way.

Balance (MM): This skill enhances the ability of the character to maintain his balance in one maneuver action (requiring balance). The skill rank bonus is added to any maneuver rolls required for the action (even if it takes several rounds).

Leaping (MM): This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. Table 10-03 can be used, with the skill rank bonus being added. 100% would indicate a normal leap and results above that a longer leap.

Landing (SP): A character may automatically decrease the severity of a fall by his skill rank bonus times one foot. For example, if a character's skill rank bonus were 60, a 100' fall would be treated as a 40' fall. The severity of a fall can never be reduced below that of a 10' fall. For this adrenal move the penalty of -20% for a preparation round is applied the round after the fall (assuming he's conscious). This is the recuperation round.

Note: Use *Presence/Self Discipline* stat bonuses for all Adrenal Moves.

AMBUSH (SP)

This is the ability to make a very precise attack. To use his Ambush skill a character must approach his foe undetected and be able to strike before the foe can react.

If the ambush skill is successfully used, the character may modify his roll on the resulting Arms Law Normal (not Large or Super-Large) Critical Strike Roll. This modification consists of being allowed to adjust the critical strike roll by any number



up to the ambush skill rank (not bonus) of the attacker. This adjustment may be either up or down. This is the only adjustment that is normally allowed on an Arms Law critical strike roll. Note that to use this bonus, the attacker must first get a normal critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing blow and tremendously increases the chance of a blow that kills instantly.

Since position is relatively unpredictable in a general melee situation, Ambush skill rank is halved if foe is in a melee situation. A character must still be able to approach his foe undetected and be able to strike before the foe can react.

If a "Large" or "Super-Large" creature is ambushed, the Ambush skill rank is added to the critical roll. If the resulting modified roll is above 95, a second roll is made and added to the modified critical roll as in a normal open-ended roll.

Note: *No applicable stat bonus.*

ADRENAL DEFENSE (SP)

By using this skill, attacks with melee or missile weapons may be dodged or deflected (wholly or partially). The skill rank bonus of the Defender is added to his defensive bonus versus melee attacks. Against missile attacks the skill rank is halved before the bonus is calculated and added to the Defensive bonus.

To use adrenal defense, you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor and cannot have a shield or large object in his hands. If *AL* Optional Rule on Weapon Katas is in use, a martial artist is allowed to be holding any weapon usable in their weapon kata.

Note: *No applicable stat bonus.*

MARTIAL ARTS (OB)

Martial Arts (MA) skills in *Character Law* affect the offensive bonuses for unarmed combat. MA skills consist of 8 different skills in MA attacks. Each of these skills must be developed separately and is considered a separate skill for development purposes:

MA Striking Tier 1

MA Striking Tier 2

MA Striking Tier 3

MA Striking Tier 4

MA Sweeps & Throws Tier 1

MA Sweeps & Throws Tier 2

MA Sweeps & Throws Tier 3

MA Sweeps & Throws Tier 4

MA tiers represent the complexity and effectiveness of the different Martial Arts attacks. Tier 1 is the simplest (and least effective), while Tier 4 is the most complex (and the deadliest). The skills are further classified according to "type" as being "striking" (Karate-like MA, including boxing) or "sweeps & throws" (Judo-like MA, including wrestling).

Effect of Martial Arts Skill: The skill rank bonus for a particular MA Tier is part of the offensive bonus used when a Martial Arts attack is made utilizing that MA Tier. Normally, a character may choose which MA Tier he wishes to use in an attack.

Effect of MA Type and Tier: Only one MA Tier and type may be used to attack in a given round. The MA Tier determines the maximum possible result that an attack can obtain, while the MA type (striking or sweeps & throws) determines which attack table is used.

Limitations on MA Skill Development: Skill in a Martial Arts Tier can not be developed to a skill rank higher than the existing skill ranks of the lower MA Tiers of the same type (i.e. either striking or sweeps & throws). In other words, MA Striking Tier 4 can never have a higher skill rank than MA Striking Tier 3, MA Striking Tier 3 can never have a higher skill rank than MA Striking Tier 2, and MA Striking Tier 2 can never have a higher skill rank than MA Striking Tier 1. The same rule applies for the Sweeps & Throws Tiers.

Note: *Use Agility/Strength/Strength stat bonus for Striking Martial Arts. Use Agility/Agility/Strength stat bonus for Sweeps & Throws Martial Arts.*

BODY DEVELOPMENT (HITS) (SP)

Skill rank in Body Development is one of the factors that determine how many hits (concussion hits) a character can take without passing out. The character is entitled to increase his base hit total (BHT) by 1-10 (roll D10) each time that he raises

his Body Development skill rank by one (certain races use different dice, see Table 4-1 and chapter 4.0). See section 5.4.

Starting Base Hits: Each character starts with a base hit total equal to their temporary Constitution stat divided by 10 (round up).

Maximum Base Hits: A character's base concussion hits cannot exceed the maximum allowed for their race (see Table 04-01).

Total Concussion Hits: This total concussion hit used for a character during play is their base hit total (BHT) plus the BHT multiplied by their Constitution bonus/100. (i.e. the Co stat bonus used as a percentage figure).

Summary for determining total Concussion Hits:

- 1) Start with a base hit total (BHT) equal to Constitution/10 (round up).
- 2) Each time the Body Development skill rank is increased by one add 1-10 hits (some non-humans use a different die for hits. See table 04-01) to the base hit total (up to the racial max + Co Bonus, see Tables 04-01 and 05-03.)

The actual concussion hit total used in play = BHT + (BHT x (Con Bonus/100)) round down.

Note: *If a character takes more concussion hits than the sum of his total hitpoints and his Constitution, he will die in 6 rounds due to massive shock and internal bleeding (see section 10.9). The exact number of rounds can vary due to race; see chapter 4.0 and Table 04-01.*

Note: *Use Constitution stat bonus for Body Development.*

7.8 SKILL OPTIONS

OPTION 17: ADDING NEW SKILLS

The skills described in *Character Law* are the skills used most often and developed in fantasy role-playing situations. A GM may add any new skills desired for use in his world system. However, we suggest he carefully consider point costs for developing skills and the effects of skill rank bonuses for added skills. Option 18 presents some suggested "Secondary" skills.

OPTION 18: SECONDARY SKILLS

Although *Character Law* provides a variety of adventure oriented skills, they are by no means the only factors applicable to FRP game situations. The GM may discover other skills that have significant bearing on adventures and may wish to permit the PCs to develop them as they would those detailed above.

A sampling of additional skills is included below, with applicable stat bonuses in parentheses. These "Secondary" skills are more specialized than the basic Primary Skills discussed earlier (see above). They are often tied to, or indicative of, a player character's profession or family trade. Still, they add considerable detail and flavor to a game.

GMs incorporating some or all of these skills can handle them exactly as they would Primary Skills, with the cost of developing skill ranks keyed to a player character's profession (see Table 07-10). Alternatively, the GM can assign a 2/5 development point cost to all secondary skills, regardless of the profession of the character involved. Secondary skill bonuses follow the same progression (see Table 07-01).

7.9 SECONDARY SKILL DESCRIPTIONS

Acrobatics: (Ag/Qu) Provides a bonus for in-air maneuvers (e.g. flying or levitation) or swinging on objects. This skill includes the use of parallel bars, uneven bars, or other gymnastic activity in which most of the activity is spent in airborne maneuvers. Helps reduce the effects of falls.

Acting: (Pr/Em) Provides a bonus for simulating the behavior of others, devising new identities, etc. This skill may be used to impersonate others, or hide one's own reactions from others, or to take part in a staged performance.

Animal Healing: (Em/Re) Bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wound and illnesses. Successful static maneuver can stop (or reduce) up to 5 hits/round bleeding.

Caving: (SD/Re) Bonus chance of determining natural course and lay of a cave or cavern (passage or chamber). Bonus when attempting an unassisted maneuver in a cave.

Contortions: (Ag/SD) Bonus for manipulating one's body in order to move through small openings or absorb sudden crushing impact (other than falls). Helps escapes from bonds, etc.

Cookery: (In/Re) This skill provides a bonus cooking or preparing food. This skill bonus may also be used when detecting bad food, or preparing/neutralizing dangerous food ingredients.

Dance: (Ag/In) This skill provides a bonus for performing dances. It may also apply to any circumstances in which complex and/or precise footwork is necessary (e.g. negotiating a pattern on the floor, performing certain rituals, etc.), or when recreating a dance (such as a ritual) that has been witnessed

Diving: (SD/Ag) This skill provides a bonus for controlled falling maneuvers. This can range from controlling the direction of an extended fall to diving into water safely from a great height (up to 20/skill rank if a successful maneuver roll is made).

Falsification: (Re/SD) Bonus for creation of false but believable writings or illustrations (e.g. forgery, counterfeiting, etc.).

First Aid: (SD/Em) Bonus for applications of emergency aid or treatment (limited to kind), such as attempts to halt or slow bleeding or damaging deterioration. It is suggested that, together with the proper tools or bandages, a character using first aid could stop up to 5 hits/rd of damage without resorting to a tourniquet (See section 10.8).

Fletching: (Ag/SD) Bonus for making an arrow out of available wood, metal, paper, and/or feathers.

Foraging: (In/Me) Bonus chance of finding any local source of potable water or edible plants and animals. Includes

basic food acquisition such as gathering or fishing.

Frenzy: (Em/SD) Bonus to attempt to go into a state of single-minded, unpredictable rage which results in an additional +30 to the Melee OB, the ability to take twice normal

concussion damage, and the ability to deliver double concussion hit damage. One in frenzy has no DB other than armor bonus, gets no shield bonus, and

cannot parry. Preparation for frenzy takes one round. Once in a frenzied state, a character may make a static maneuver each round in order to resume his normal state.

Gambling: (Me/Pr)

Bonus when playing any game with a significant element of luck. Also includes cheating as a form of improving one's luck at any game.

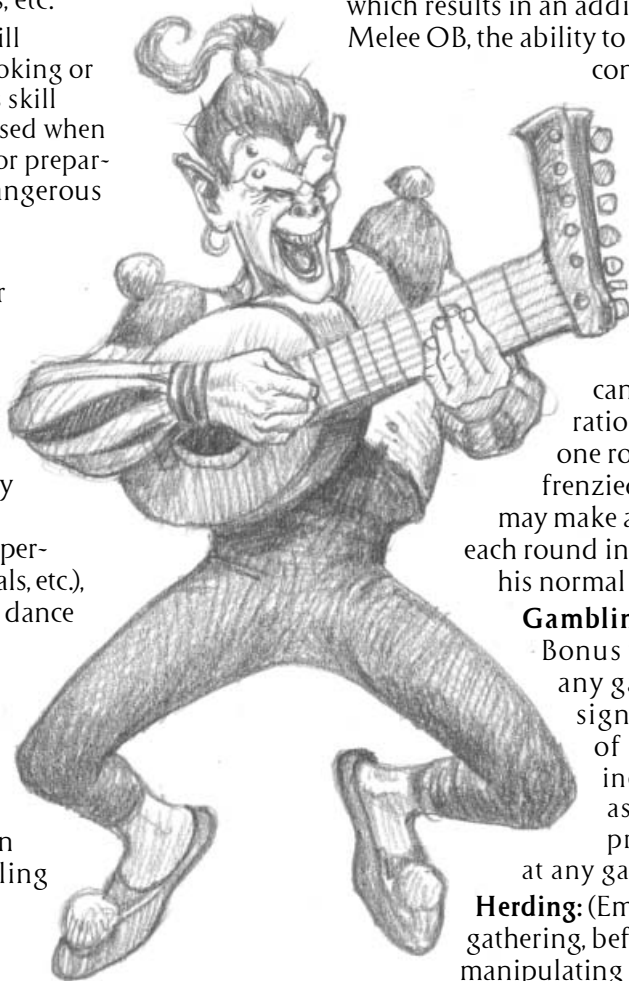
Herdin: (Em/Pr) Bonus for gathering, befriending, or manipulating herd animals.

Jousting (Lancing): (St/Ag) This skill provides a bonus for using complex lancing (mounted) maneuvers, such as tilting, skewering rings in a tourney, etc.

Leather working: (Ag/Re) Bonus for working with hides and creating leather goods (e.g. leather armor, bolas, etc.).

Lore, General: (Me/Re) This skill encompasses the use of informational and academic skills which are available to most people with the determination to learn them. Some examples: Culture Lore (one skill for each culture/race), Fauna Lore, Flora Lore, Heraldry, History (one skill for each field of history), Philosophy, Region Lore (one skill for each region) or Religion.

Lore, Magical: (Me/Re) This skill encompasses the use of informational and academic skills dealing with magic and



magical things. They are usually available only to those with access to magical resources and/or instructors. Some examples: Artifact Lore, Circle Lore, Planar Lore, Spell Lore, Symbol Lore, Undead Lore and Warding Lore.

Lore, Obscure: (Me/Re) This skill encompasses the use of informational and academic skills dealing with extremely unusual or obscure topics, often dealing with rare races and the like. Note that the availability of these skills should be limited to those with unusual magical or academic resources. Some examples: Demon/Devil Lore, Dragon Lore, Faerie Lore and Xenolores (one skill for each type of "unusual" race or culture).

Lore, Technical: (Me/Re) This skill encompasses the use of informational and academic skills dealing with relatively common technical topics. Some examples: Herb Lore, Lock Lore, Metal Lore, Poison Lore, Stone Lore and Trading Lore.

Mathematics: (Re/Me) Bonus for calculating distances, angles, and applying basic principals of physics to a given situation (e.g. finding the angle of reflected light, the rate of a fall given a particular grade, or the difficulty of a climb without approaching/touching the obstacle).

Meditation: (Pr/SD) Bonus for entering, leaving, and exploiting meditative trances. Each hour of uninterrupted meditation equals two hours sleep. Once in trance, one is normally oblivious to outside activity. Physical prodding allows one to make a static maneuver to leave trance, as does a painful strike (modify by +25). Elves get an additional +25 modification to this skill bonus.

Music: (Ag/Em) Bonus for playing an instrument or skill rank with a musical language. Each individual instrument or musical language requires separate skill development (as with Riding and Weapon skills). A GM may establish "similar" instrument and language groups (See Options 17 & 18).

Navigation: (Re/In) Bonus for determining proper directions and distances when

using a map in conjunction with some directional aid, such as a compass, a landmark, or the stars. This includes the concept of orienteering, and is applicable on land or water.

Public speaking: (Em/Pr) This skill provides a bonus for impressing, entertaining, or manipulating groups of people directly. Public Speaking applies to large groups, is often extemporaneous, and is used to manipulate the emotions or views of a crowd.

Rope-mastery: (Me/Ag) This skill provides a bonus for knot recognition, knot-tying, braiding, rope splicing, making a maneuver while suspended from a rope (or analogous flexible line), or when throwing a line.

Rowing: (SD/St) This skill provides a bonus for the propulsion of watercraft through the use of paddles, oars, or poles. It combines the skills required to control and guide the craft with the coordination to work with others in rhythm (when necessary), in addition to the marshalling and pacing of internal resources.

Sailing: (Em/In) This skill provides a bonus for operating a sailing vessel or for serving as part of a crew operating a sailing vessel.

Seduction: (Em/Pr) This skill provides a bonus when attempting to emotionally, sensually, or sexually manipulate someone. This is not limited to sexual seduction – manipulation of a person's sensual sensibilities or tempting a person to indulge in some fantasy or desire is also seduction.

Signaling: (Me/Sd) Bonus when using any form of signal communication. This is effectively a language and is treated as such.

Singing: (Pr/In) This skill gives a bonus to performance attempts based on singing in tune and for attempts to mimic tunes and vocalized notes.

Skiing: (Ag/SD) Bonus for skiing or sliding maneuvers.

Smithing: (St/Ag) Bonus for working with normal metals to create or repair desired objects (e.g. metal armor and weapons). Bonus for oven or kiln building, and doubling effects of fire.

Spell-mastery: (Related stats are based on realm(s) of power from which spell is derived.) Bonus for spells which require rolls for concentration, maneuvers, or orientation. Each individual spell requires separate skill development (as with Riding and Weapon skills). A GM may establish "similar" spell groups (See Option 12.1 & 12.2 for inspiration). See SL For more details and An Example Of Spell-Mastery Use.

Stargazing: (In/Me) Bonus chance of determining dates, directions, and locations when the stars are visible. Provides an ideal complement to the navigation secondary skill.

Stone carving: (Ag/SD) Bonus for working with stone and creating sculptures, writings, or any other form of inscription or relief.

Streetwise: (In/Pr) Awareness of events and protocol in the street society and underworld and the ability to interact with the individuals who run and live in the common or underworld society.

Subduing: (Ag/Qu) Bonus for attempts to immobilize (render unconscious) a foe by applying a sharp, hand-delivered blow to a precise point on the victim's upper body. The foe is assumed to be "of kind" (usually humanoid) and not "Large" or "Super Large" (i.e. does not use those critical strike tables). This skill may be developed separately for other types of creatures, if the type is available to practice on.

A "subdual" attack roll of 101+ results in a successful attack, although the victim still receives a RR versus an attack level equal to the Subduing skill rank used. In order to use this skill, the character must approach the foe undetected and be able to strike before the latter can react. Should the foe be engaged in melee, the subduer's skill bonus is halved. Subduing attacks cannot be made against foes whose armor covers the entirety of their body above the legs (i.e. - normally ATs 11, 12, 15, 16, 19, and 20). This skill can also be developed separately for "blunt" weapons such as blackjacks, clubs, etc.

Example: *Sir Jeffrey needs to get past Sir Guy, but does not wish to hurt or kill his old friend. He sneaks up and attempts to subdue Sir Guy with a strike to the back of the head. Sir Jeffrey has a Subduing bonus of 55, and rolls a 62, indicating a successful attempt ($55+62=117$, over 100). If he had rolled 45 or lower, the attack would have failed. Sir Guy now makes a RR. His level (10) vs Sir Jeffrey's 10 ranks in subduing. Checking Table 05-05, the roll needed is 50. Sir Guy rolls a 21 and falls unconscious to the floor. (If he had rolled a 51, Sir Jeffrey would have been facing an angry Sir Guy merely rubbing at the sore spot on his head.)*

Tracking: (In/Re) This skill provides a bonus for tracking maneuvers and following a trail left by someone or something such as foot prints, broken branches, crushed grass, hanging pieces of cloth, etc.

Trading: (Pr/Em) Bonus for transactions involving a bargained exchange of money or goods, particularly with respect to rolls on the purchase or resale price tables found in chapter 8.

Trap building: (Re/Em) Allows building traps out of available resources. Bonus of trap-maker may subtract from any detection rolls, depending on location, care and time in construction, and trap type.

Trickery: (Pr/Qu) Bonus for any maneuvers involving slight of hand: picking pockets, confusing sight tricks, and slight-of-hand diversions.

Tumbling: (Ag/SD) This skill provides a bonus for horizontal dives, rolling, vaulting maneuvers, or swinging on stationary objects. Also used to decrease the damage one takes from a fall. A character could fall safely up to 2'/skill rank if a successful maneuver roll is made.

Weather watching: (In/Em) Skill for determining local weather for next 24 hours.

Woodcarving: (Ag/Em) Bonus for fashioning any object out of the required amount of wood, bone, or similar material.

07-10 SECONDARY SKILL DEVELOPMENT COST TABLE

		Skill Development Cost (Per Profession)																			
ID#	Skill	Stat	Fight	Thief	Rogue	W Mnk	Mage	Illu	Alch	Cler	Anim	Heal	Ment	L Heal	Seer	Sorc	Myst	Astr	Monk	Rang	Bard
1)	Acrobatics	Ag/Qu	2/5	1/3	1/4	1/3	3	3	3	2/7	2/7	2/7	3/7	3/7	3/7	3	3	3	1/5	2/6	2/6
2)	Acting	Pr/Em	2/6	2/5	1/3	2/5	3/6	1/3	3/6	2/7	2/7	2/7	2/6	2/6	2/6	2/7	1/2	2/7	2/6	2/6	1/5
3)	Animal Healing	Em/Re	2/6	2/6	2/5	2/5	2/6	2/6	2/5	1/5	1/4	1/3	2/6	1/2	2/5	2/6	2/5	2/6	2/5	2/5	2/5
4)	Caving	SD/Re	2/6	1/4	2/4	2/5	3	3	3	2/7	2/7	2/7	3	3	1/2	3	3	3	2/6	2/6	2/6
5)	Contortions	Ag/SD	2/6	1/3	2/4	1/2	5	4	5	3/7	2/6	2/6	3	3	3	5	4	5	2/4	2/6	2/5
6)	Cookery	In/Re	2/5	1/5	2/5	2/5	2/6	2/6	1/2	2/4	1/4	1/5	2/6	1/2	2/6	2/4	2/6	2/6	2/6	2/4	2/6
7)	Dance	Ag/In	2/6	2/4	2/4	2/4	2/6	2/6	2/6	1/5	1/5	2/4	2/6	2/6	2/5	2/7	2/4	2/5	1/5	2/5	1/3
8)	Diving	SD/Ag	2/6	1/3	2/4	1/4	3	3	3	2/5	2/5	2/5	3	3	3	3	3	3	2/4	2/5	2/5
9)	Falsification	SD/Re	3	2/6	3/5	3	3	2/4	1/3	3	3	3	3	2/6	3	3	2/4	3	3	3	3
10)	First Aid	SD/Em	2/6	2/6	2/6	2/6	2/6	2/6	2/5	1/5	1/5	1/2	2/6	1/2	2/6	3/6	2/6	2/6	2/6	2/4	2/6
11)	Fletching	Ag/SD	2/4	2/4	2/4	2/5	2/6	2/7	1/3	2/5	2/5	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/5	2/5
12)	Foraging	In/Me	2/6	2/6	2/5	2/6	2/6	2/7	2/5	2/5	1/5	2/5	2/6	2/5	1/4	2/6	2/6	2/6	2/6	1/3	2/6
13)	Frenzy	Em/SD	2/6	2/6	2/6	2/5	5	5	6	3	3	3	2/4	2/5	6	3/6	3	5	1/3	2/6	2/6
14)	Gambling	Me/Pr	2/4	1/3	1/4	2/4	2/6	2/5	2/6	1/4	2/6	2/4	2/5	2/5	1/3	2/7	2/5	1/5	2/6	2/6	2/6
15)	Herding	Em/Pr	3/7	3/5	3/7	3/7	2/6	2/6	2/6	2/5	1/2	2/5	3/7	3/7	3/7	2/7	3/5	3/7	3/7	2/7	2/7
16)	Jousting	Su/Ag	2/6	2/8	2/7	2/10	15	15	15	10	10	15	12	12	14	15	15	15	5	3/9	6
17)	Leather-working	Ag/Re	2/4	2/4	2/4	2/4	3	3	3	2/6	2/5	2/5	3	3	3	3	3	3	2/6	2/5	2/6
18)	Lore: General	Me/RE	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/2	1/3	1/3	1/3	1/3	1/3	1/2
19)	Lore: Magical	Me/Re	6	5	4	6	1/4	1/4	1/4	2/4	2/5	2/5	2/4	2/5	1/5	2/5	2/5	2/5	3/6	3/6	1/4
20)	Lore: Obscure	Me/Re	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/5	3/7	3/7	3/7	3/7	3/7	2/4
21)	Lore: Technical	Me/Re	2/6	2/4	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/4	2/6	2/6	2/6	2/6	2/6	2/4
22)	Mathematics	Re/Me	3/7	2/7	3/6	3/6	2/6	2/4	1/4	2/5	2/6	2/6	2/5	2/4	2/5	1/5	2/5	1/2	2/5	2/6	2/5
23)	Meditation	Pr/SD	3/7	3/6	3/6	2/4	1/5	2/4	2/4	1/2	1/3	1/2	1/4	1/4	1/2	2/4	1/3	1/2	1/5	2/4	2/4
24)	Music	Ag/Em	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/6	2/5	2/4	2/6	2/6	1/2
25)	Navigation	Re/In	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/4	1/5	2/4	2/6	2/6	1/2	2/6	2/6	1/3	2/6	1/4	2/6
26)	Public-speaking	Em/Pr	2/6	2/6	2/4	2/6	2/6	2/5	2/6	2/5	2/6	2/6	2/5	2/5	2/4	1/3	2/4	2/5	2/6	2/6	1/4
27)	Rope-mastery	Me/Ag	2/6	1/3	1/5	2/5	3	3	3	2/5	2/6	2/6	3	3	3	3	3	3	2/4	2/5	2/5
28)	Rowing	SD/St	1/4	1/4	1/3	1/4	3	3	3	2/5	2/6	2/6	3	3	3	3	3	3	1/5	2/4	2/5
29)	Sailing	Em/In	2/6	2/6	2/6	2/6	3	3	3	2/4	2/5	2/5	3	3	3	3	3	3	2/4	2/5	2/6
30)	Seduction	Em/Pr	2/6	2/6	2/5	2/6	2/5	2/5	2/5	2/6	2/6	2/6	2/6	2/6	2/4	2/5	1/3	2/6	2/6	2/6	1/4
31)	Signaling	Me/SD	1/4	1/3	1/4	1/4	1/5	2/4	1/5	2/5	2/5	2/6	2/6	2/6	2/6	2/6	1/3	1/4	2/6	1/5	1/5
32)	Singing	Pr/In	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/6	2/5	2/4	2/6	2/6	1/2
33)	Skiing	Ag/SD	2/7	2/6	2/6	2/5	3	3	3	2/6	2/7	2/7	3/5	3/5	3/5	3/7	3/7	3/7	2/6	2/6	2/7
34)	Smithing	Su/Ag	3/5	2/6	2/7	3/5	3	3	1/2	3	3	3	3	3	3	3	3	3	2/6	2/7	3/5
35)	Spell-mastery	Varies	6	6	5	5	2/5	2/5	2/5	2/4	2/4	2/4	2/5	2/5	2/5	2/5	2/5	2/5	3/5	3/5	3/5
36)	Star-gazing	In/Me	2/6	2/6	2/6	2/5	2/6	2/6	2/6	1/3	1/3	1/4	2/6	2/6	1/3	1/3	1/4	1/2	2/5	2/4	2/5
37)	Stone-carving	SD/Ag	2/7	3/7	3/7	3/5	3	3	1/3	3	3	3	3	3	3	3	3	3	2/7	2/6	2/7
38)	Streetwise*	In/Pr	2/4	1/2	1/3	3/6	3	3	3	3	4	3	3	3	3	3	3	3	3/7	3/6	2/4
39)	Subduging	Ag/Qu	2/5	1/4	1/5	1/2	6	4	6	3/6	3/6	3/6	6	1/3	5	6	3/5	6	3	4	5
40)	Tracking	In/Re	1/4	1/3	1/4	1/3	3	3	3	2/6	1/4	3/5	3	3	1/5	3	2/4	2/4	2/6	2/5	2/6
41)	Trading	Re/Em	3/6	2/4	2/4	3/5	3/5	2/4	3/5	2/5	2/6	2/6	3/5	3/5	3/6	3/6	3/6	3/6	3/6	3/5	2/4
42)	Trap-building	Re/Em	2/6	1/3	1/3	2/5	3/6	2/6	1/5	2/6	2/5	2/6	2/6	2/5	3/7	3/5	3/6	3/7	2/6	2/5	2/6
43)	Trickery	Pr/Qu	2/6	1/2	1/3	1/4	3	1/4	3	3	3	3	3	3	1/5	3	1/5	3	2/5	2/5	2/4
44)	Tumbling	Ag/SD	1/5	1/3	1/3	1/2	3	3	3	2/6	2/5	2/5	2	2	2	3	3	3	1/4	2/4	2/5
45)	Weather-watching	In/Em	3/7	3/7	3/7	2/7	1/4	1/4	1/4	1/3	1/3	1/3	2/6	2/6	1/2	1/3	1/4	1/2	1/5	1/5	2/6
46)	Wood-carving	Ag/Em	2/6	2/7	2/6	2/6	3	3	1/3	2/6	2/5	2/6	3	1/2	3	3	3	3	1/5	2/4	2/4

* All these skills are optional

8.0 EQUIPMENT AND COMMERCE

8



The infinite variety of cultures, places, and situations found in FRP games makes it impossible to completely generalize economic systems and prices. The GM should tailor these tables to his own campaign. Suffice it to say that the cost of any good varies with locale, circumstance, climate, season and demand. The prices of fresh foods will vary by season—unless the culture has developed magical means of food preservation or creation. Without them, life-saving fresh healing herbs will simply not be available in January, no matter how much money the characters have at their disposal, something that GMs may wish to consider when the characters go shopping.

8.1 COINAGE STANDARDS

Each world usually has one or more of its own coinage systems. Some are based on the worth of the coins' component material or craftsmanship; others are tied to the society's faith in the coins' producer or guarantor (e.g. the government backs their wooden nickels).

Obviously, a world rich in varying political entities and cultural groups rarely

relies on only one coinage system. Silver might be worth more than gold in certain regions, while other locales may value stone pieces or have no coinage at all. Barter, after all, is the norm in most places lacking a central authority. We do suggest, however, that the GM establish a comparative standard in order to regulate exchange. This enables folk to compare the value of their goods, even if they are simply trying to trade six ferret skins for a sheep hide. It also makes it easy to weave a localized jade-based economy into an imperial system that embraces silver as its standard.

We suggest the following comparative exchange system, using coins of a uniform one-quarter ounce weight:

08-01 Coinage Standards		
Coin	Abbreviation Breakdown	
1 Mithril piece	Mp	= 100 Gold pieces
1 Gold piece	Gp	= 10 Silver pieces
1 Silver piece	Sp	= 10 Bronze pieces
1 Bronze piece	Bp	= 10 Copper pieces
1 Copper piece	Cp	= 10 Tin pieces
1 Tin piece	Tp	= 10 iron pieces (Ip)

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This system revolves around a gold standard, since a gold piece is the most valuable commonly used currency, although Mithril is more precious and silver coins are in much wider circulation. The GM may wish to tinker with the coin weights (e.g. using half-ounce or tenth-ounce currency), or add his own material standards (e.g. a jade piece [jp] = 2 sp). He might wish to remove bronze, tin, and iron pieces from general use, leaving copper coinage as the effective floor. Whatever the GM desires, this system works as a suggested guide and is employed in the price tables found in at the end of this chapter.

Note: *When using this exchange system in conjunction with prices listed in a radically different currency, it is suggested that the GM try to determine a one for one exchange equivalent for at least one type of coin. For instance, when using ICE's SpaceMaster game system in conjunction with Rolemaster, note that 1 elmonit (electronic monetary unit) or 1 monit (monetary unit) is equivalent to 1 silver piece.*

8.2 COMPUTING PRICES

The cost of a good involves a number of factors. The first factor is character of the item itself, the potential utility of its basic design (e.g. a hand axe is good for fighting and chopping wood). Assuming standard materials, the typical design is reflected in the item's base cost (available from the Price Tables at the end of this chapter). This base cost may then be modified by "base cost multipliers" for special materials, special size, and special design. Any set costs for the materials themselves are also added.

Special or magical properties (see *SL*) will mean additional costs for each property. The first special or magical property (i.e. the most expensive one) that an item has will add a set cost for that type of property. A second property (i.e. the

next most expensive one) will add double the set cost for that type of property, a third will add triple the set cost, etc.

Intrinsic Value = Base Cost x (sum of appropriate base cost multipliers.) + material cost if required

+ 1 x (cost of most expensive special/magical property.)

+ 2 x (cost of next most expensive special/magical property.)

+ 3 x (cost of next most expensive special/magical property.)

+ Etc.

CALCULATING COSTS

1. Base Cost: Cross-index the item on the Price Tables found at the end of this chapter. The price given in the table is the item's base cost.

2. Base Cost Multipliers: To determine the item's adjusted base cost, add up the appropriate multipliers for special materials, size, and design (see section 8.3). Then, multiply the item's base cost by this sum.

3. Material Cost: Add the cost of the material used to make the item. Often, a GM will want to just include this as part of the special materials cost multiplier, but in certain circumstances, an especially poor or especially rich supply of such material may cause a variance in costs.



4. Calculating the Property Costs:

Calculate the set cost for each special or magical property. Each of these properties will have a set cost based upon a number of factors. section 8.3 explains how to calculate this set cost for a number of standard properties. A GM may wish to establish his own processes calculating the set costs for additional properties (see *SL*).

5. Adding the Property Costs: Add the most expensive set cost for a property (if any), then add double the next most expensive cost (if any), then add triple the next most expensive cost (if any), and continue until there are no other properties. The resulting cost is the item's intrinsic value.

Purchase or Sale: When a character attempts to buy or sell an item, he will not always pay or receive the actual intrinsic value of the item. Section 8.4 discusses how to handle this process.

Example: *The Monk Clu Endise wishes to purchase a broadsword (a 1 gp base cost). He wants it to have a +10 magic bonus (40x base cost multiplier) and a weight that is 80% of normal (2x base cost multiplier). So the base cost of gp is multiplied by the sum of the multipliers (42) to obtain: 42 gp = 1 gp x 42. The GM decides that the materials necessary for the sword are readily available and so does not require an additional material cost. Clu wants the sword to have two properties: + 2 spell adder (cost: 200 gp, since a sword is "rod-sized") and "Elf-slaying" (cost: 500 gp). So the item's intrinsic value is:*

$$942 \text{ gp} = 42 \text{ gp} + 1 \times (500 \text{ gp}) + 2 \times (200 \text{ gp})$$

8.3 EQUIPMENT

Players can use the tables on pp 104-116 to purchase starting equipment for the characters. The tables also provide a range of goods that are available fantasy settings.

Not all goods will be available in all settings, or even in all locations in a particular setting. Prices will also vary according to circumstances; basic food prices, for example, will sky rocket during a famine. The GM should look over these tables carefully, and mark any equipment that is not available in his setting.

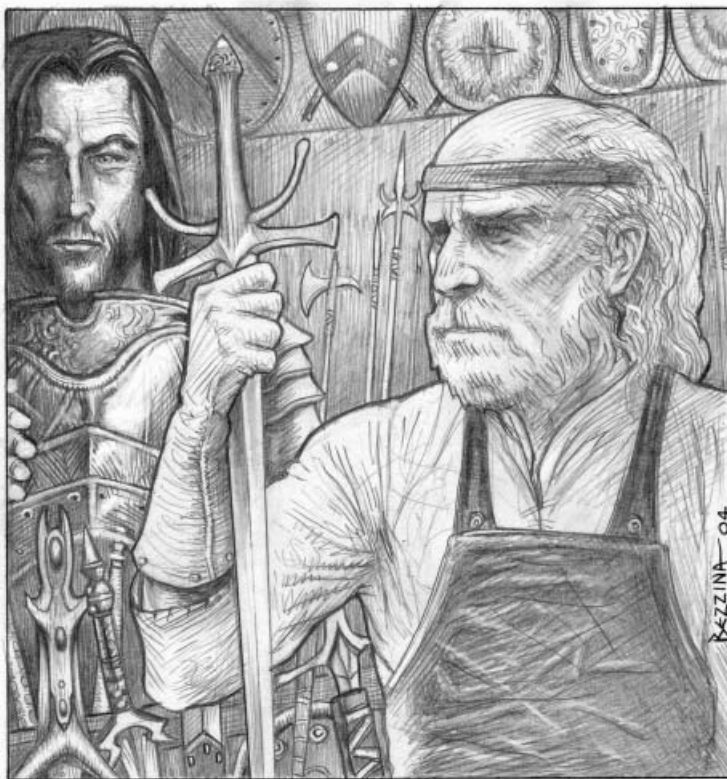
BASE COST MULTIPLIERS

The modifiers in this section are designed for use with all the basic cost values found in *Rolemaster*, and are balanced for use with any GM's price tables.

These multipliers are cumulative in that they are summed before they modify the base cost. A single item may only incorporate one material/magic bonus and one weight modification.

08-02 WEIGHT DECREASES DUE TO MATERIAL AND DESIGN

% Of Min Normal Weight	Base Cost Modifier
95% - 100%	1.5x
80% - 94%	4x
60% - 79%	8x
40% - 59%	20x
20% - 39%	100x
0% - 19%	500x



08-03 BONUSES DUE TO SPECIAL MATERIAL AND MAGIC

Bonus	Example Material	Base Cost Modifier*	Note
-50	Stone	.1x	(-15)- (-30) for crushing tools.
-30	Wood	.1x	(-20)- (-40) for crushing tools.
-20	Bone	.25x	Supposes hardened bone.
-10	Bronze	.5x	Copper/tin alloy.
+0	Iron	1x	Typical material.
+5	Low Steel (I)	5x	Non-magic iron/carbon alloy.
+10	High Steel (II)	20x	Non-magic alloy of iron/carbon/variable element(s).
+15	White Alloy	100x	Non-magic alloy of iron/carbon/titanium.
+20	Black Alloy	500x	Non-magic alloy of iron and meteoric metals.
+5	Enchanted Iron	10x	Magic iron.
+10	Enchanted Steel I	40x	Magic low steel.
+15	Enchanted Steel II	200x	Magic high steel.
+20	Mithril Alloy	1000x	Magic true-silver alloy.
+25	Laen	5000x	Magic true-glass.
+30	Eog	10000x	Magic true-steel.

*- Cost Multiplier 1x if item is normally made from material(s) with a lower bonus than that given iron.

08-04 BONUSES DUE TO HEAVIER DESIGN

Bonus	Base Cost Modifier	% of Max. Normal Weight	Modification to Min. Maneuver Penalty
+5	2x	120%	5
+10	5x	140%	10
+15	10x	160%	15

SET COSTS FOR SPECIAL AND MAGICAL PROPERTIES

Unless otherwise noted, the additional costs listed are reckoned in gold pieces.

Special/Magical properties include Implanted Spells, Bonus Spell Items, Enchanted Items, and Special Items (see *SL*). These properties are only a sample of the possible properties that magic items can take on. The GM should feel free to create his own properties, using the costs presented here as a guideline.

SPELL BONUS ITEMS

Spell bonus item properties include spell adders (increases number of spell castable by wielder) and power point multipliers (increases wielder's power points). See *SL* for a complete description of these items.

- A given item may only have one of these properties.
- It must be keyed to one of the three

08-05 SPELL BONUS COSTS

Spell Bonus	Cost	Note
+1 Adder	+50 gp	One extra spell/day of any lvl.
+2 Adder	+100 gp	Two extra spells.
+3 Adder	+200 gp	Three extra spells.
+4 Adder	+400 gp	Four extra spells.
+5 Adder	+800 gp	Five extra spells.
+6 Adder	+2000 gp	Six extra spells.
x2 Multiplier	+200 gp	Doubles wielder's PP.
x3 Multiplier	+400 gp	Triples wielder's PP.
x4 Multiplier	+800 gp	Quadruples wielder's PP
x5 Multiplier	+2000 gp	Quintuples wielder's PP

realms of power: Essence, Channeling, or Mentalism.

- A spell bonus item may be keyed to a specific profession.
- The cost for a spell bonus property is equal to the cost given in the table below times the sum of any applicable spell bonus cost multipliers.

Spell Bonus Property Cost = Spell Bonus Cost x (sum of any Spell Bonus Multipliers)

items are covered in *Spell Law* and *Creatures and Treasures*.

Each implanted spell is treated as a separate property and its cost must be calculated separately. The cost of an imbedded spell property is:

Imbedded Spell Property Cost = (Base price (see the Base Spell Item Price Table) + imbedding cost) x (sum of the imbedded spell cost multipliers)

08-06 SPELL BONUS COST MULTIPLIERS

2x	Channeling Device: If spell is from the Channeling realm, cost doubled, since alchemy is an Essence-based science.
2x	Mentalism Device: If spell is from the Mentalism realm, cost doubled, since alchemy is an Essence-based science.
1x	Staff Sized: Item is staff sized (5' and up), must be held to be effective.
2x	Rod Sized: Item is rod sized (2.5' up to 5'), must be held to be effective.
3x	Wand Sized: Item is wand sized (1' up to 2.5'), must be held to be effective.
5x	Ring: Item is a ring, must be worn on a finger (or through nose or ear).
2x	Keyed to a Profession: Normally, a spell bonus item can be used to cast any spells that use power from the realm it is keyed to. So this property is usually only useful for Hybrid spell users whose base spells are keyed to two realms.

IMBEDDED SPELLS

The "Imbedded Spell" property (also referred to as "Implanted Spells") covers all the spells that may be cast from an item. The different types of "Imbedded Spell"

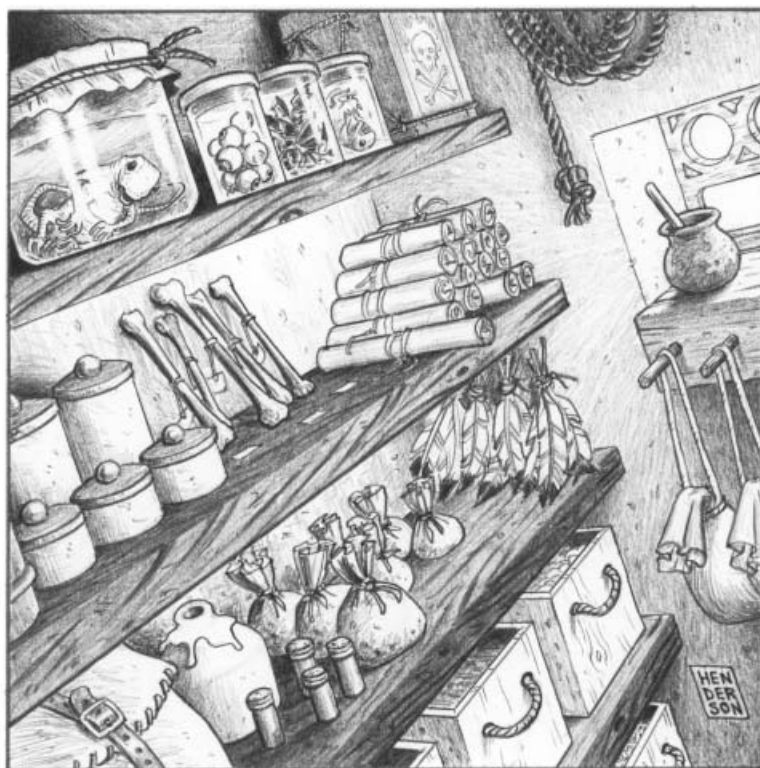
The base price and the imbedding cost are added and then the total is multiplied by the sum of the imbedded spell cost multipliers. This is just the cost of the property and is only part of the total cost.

ENCHANTED PROPERTIES

The set costs for enchanted properties are usually based upon the property and the degree of effectiveness of the property. Each property is given a specific cost definition and a brief description.

CRITICAL MODIFICATION

Cost = (100 x Severity) Extra Critical: Allows another, separate crit roll of the same degree of severity as the normal crit. The type of the extra critical depends upon the nature of the weapon (e.g. it would be a Heat Crit for a flaming sword). Set cost is based on maximum severity of



08-07 IMBEDDED SPELL COST MULTIPLIERS

2x	Empathy: Allows wielder to cast imbedded 1st lvl spells (no Staves & Wands Roll required).
5x	Low Intelligence: Allows wielder to cast imbedded 1st-2nd lvl spells (no Staves and Wands Roll required).
20x	Medium Intelligence: Allows wielder to cast imbedded 1st-5th lvl spells (no Staves & Wands Roll required).
50x	High Intelligence: Allows wielder to cast imbedded 1st-10th lvl spells (no Staves & Wands Roll required).
200x	Very High Intelligence: Allows wielder to cast imbedded 20th lvl spells (no Staves & Wands Roll required).
2x	Channeling Spell: If spell is from the Channeling realm, cost doubled, since alchemy is an Essence based science.
2x	Mentalism Spell: If spell is from the Mentalism realm, cost doubled, since alchemy is an Essence based science.

08-08 IMBEDDING COST

Type of Item	Spell Level									
	1	2	3	4	5	6	7	8	9	10
Rune Paper	+3	+10	+20	+30	+40	+60	+80	+100	+125	+150
Potion	+5	+15	+30	+45	+60	+90	+120	+150	+200	+225
Daily Item *	+15	+50	+100	+150	+200	+300	+400	+500	+600	+750
Wand	+10	+20	–	–	–	–	–	–	–	–
Potion	+5	+15	+30	+45	+60	+90	+120	+150	+200	225
Daily Item *	+15	+50	+100	+150	+200	+300	+400	+500	+600	750
Wand	+10	+20	–	–	–	–	–	–	–	–
Rod	+40	+80	+120	+150	+200	–	–	–	–	–
Staff	+100	+150	+200	+250	+300	+400	+500	+600	+700	+800
Ring	+300	+450	+600	+750	+900	+1200	+1500	+1800	+2100	+2400

* Cost is for 1x/day usage. Add half of additional cost for each extra daily use (e.g., an item with a 3rd level spell that is usable 2x/day has an additional cost modifier of 100 + 50, or 150 gp).

Note: An exhausted wand, rod, or staff may be recharged at half the original imbedding cost.

extra crit: 'A' = 1; 'B' = 2; 'C' = 3; 'D' = 4; 'E' = 5; 'F' = 6; 'G' = 7; etc.

Cost = (50 x Severity) Extra Critical on Same Roll: As "Extra Critical" above, except only one crit roll is made and applied to both the normal crit and the extra crit.

Cost = (100 x Neg. %) Critical Negation: Maximum Negation (Neg.) is 50%. Item is limited to protecting one specific area of the body (e.g. neck, wrist, forearm, abdomen, chest, etc.). If critical is rolled that affects the area protected by the Negation %, the critical has no effect on the wearer.

FAILURE AND FUMBLE MODIFICATION

Cost = (50 x Bonus) ESF Bonus: The Bonus is added to any extraordinary spell failure (ESF) rolls made by the wielder of the item. See *SL*.

Cost = (100 x Reduction) Fumble Range Reduction: The item's fumble range is reduced by the amount of the Reduction. A fumble range cannot be reduced below 1 using this property (i.e. an unmodified 01 always fumbles).

RANGE MODIFICATION

Cost = (20 x Reduction) Range Penalty Reduction: The item's (usually missile weapons or elemental spell items) range penalties are reduced by the amount of the Reduction.

Cost = (5 x %Increase) Range Increase: The item's (usually missile weapons or elemental spell items) ranges are increased by the increase percentage (e.g. an alteration in the maximum range of a dagger from 50' to 200' is an increase of 300% and yields an additional cost modifier of +1500 gp).

RETURNING ABILITY

Cost = (2 x Range) Return to Thrower Via Flight: When thrown at a target within its Range, the item flies back to the thrower's hand. This property will not increase the normal range of an item, the "Range Increase" property must be used to do that. Divide the set cost by # of rnds needed for return (e.g. a throw and return hammer with a range of 50' that takes 2 rounds to return has a set cost of +25 gp).

Cost = (5 x Range) Return to Thrower Via Long Door: When thrown at a target

within its "Range", the item will return to the thrower's hand without having to physically fly back. This property will not increase the normal range of an item, the "Range Increase" property must be used to do that.

SLAYING AND HOLY ABILITIES

Cost = (2 x Level) Slays Specific Creature: Slaying weapons use the Slaying column against Large and Super-Large creatures they are keyed to. Against normal creatures they are keyed to, Slaying weapons resolve any criticals normally and then resolve a "Slaying" critical on the Large Creatures Critical Table (AL Tables). Cost is based on the individual creature's level (e.g. a mace designed to slay Onree the 4th lvl Magician would have an additional cost modifier of +8gp).

Cost = (10 x lvl) Slays a Type of Creature: Cost is based on the maximum standard level of creature affected (e.g. a sword which slays any Dragon, a creature with a max lvl of 66, has a cost of +660 gp). Treat all races as 50th lvl (e.g. a sword of Elf-slaying has a cost of +500 gp).

Cost = (1000) Holy Item: Allows wielder to use Holy Arms crit results and acts as a "Slaying" weapon against unholy creatures.

MISCELLANEOUS PROPERTIES

Cost = (Variable) Spell Storing: For cost purposes, treat as an Imbedded "Spell Store" spell (see Imbedded Spells described earlier in this section). The cost equals that for imbedding (as a Daily type item) the highest-level spell capable of being stored. For instance, if item stores one spell up to 6th lvl, the cost is the same as that for imbedding a 6th lvl Daily I spell. Spells stored in item are cast as those cast using Spell Store (on Closed Essence list, Spell Reins, and on Open Essence list, Rune Mastery).

Cost = (100 x Base Price) Frees 1 Hand: This property allows an item which is normally used 2-handed to be used 1-

handed (e.g. a battle-axe which can be used in 1 hand) or it allows an item which is normally used 1-handed to be worn or non-burdening (e.g. a shield mounted on the wrist of a gauntlet). The Base Price of an item can be obtained from the Price Tables at the end of chapter 8. This property cannot be used for Spell Bonus items.

Cost = (500 x Base Price) Frees 2 Hands: A wearable or non-burdening item that is normally wielded in 2 hands (e.g. a floating staff). This property cannot be used for Spell Bonus items

8.4 PURCHASE AND SALE OF GOODS

When the PCs sell the goods they have acquired they may accumulate a large profit. This may be fine, but occasionally it will result in a game imbalance that defies mercantile sensibilities. Therefore, the GM may wish to employ the following guidelines governing the purchase and resale of goods.



The GM should consider two primary factors when handling sales:

- (1) Are there buyers who desire the item?
- (2) Can they afford the item?

When handling purchases the factors are:

- (1) Are there sellers who have the item?
- (2) How much do they want for the item?

These concepts dictate local supply and demand and are embodied in the Purchase and Resale Price Table. The categories relate the resale price and the purchase price to demand and risks. All things considered, risk will restrict the number of people who can buy the good by driving up the cost, both in terms of price and the associated danger.

USING THE PURCHASE AND RESALE PRICE TABLE

- 1) **Price:** Determine the “intrinsic value” of the item (see section 8.2) and determine whether it is:

08-09 INTRINSIC VALUE	
Inexpensive	(Less than 10 gp)
Average	(From 10 gp up to 100 gp) moderately expensive (from 100 gp up to 500 gp)
Very expensive	(From 500 gp up to 1000 gp)
Outrageous	(1000 gp or more)

These are suggested ranges and the GM should decide if the) are appropriate for his world system.

- 2) **Utility:** Figure the item’s utility. Is it a mere oddity (e.g. a left-handed smoke-shifter)? Does it have awesome applications (e.g. it turns deserts into deep water ports)? Note that local tastes and needs may dictate its usefulness.
- 3) **Rarity:** Establish the item’s rarity. Throw and return crossbows may be considered passé in the local area. Family heirlooms might be patently unique.
- 4) **Market:** Determine the type market in where the resale takes place. Illegal markets involve a higher risk and better prices. Street buyers (e.g. transient vendors and passersby) have modest overheads and may set better prices, but are generally less trustworthy. Merchants (e.g. shopkeepers and trade guilds) often have a code of secrecy or stake in their

reputation. Given the same price structure, most individuals would prefer to deal with a merchant, since there is considerably more security. Strong guilds and/or merchant organizations can really restrict relative purchase and resale prices; the GM should use this factor to control the market place in his game.

- 5) **The Roll:** The GM should roll an open-ended 1-100 roll and apply any availability, price, utility, or rarity modifiers. (Note that a bonus based on the secondary skill “Trading” is often applicable). It is necessary for the GM to roll because characters should be initially unaware of any swindle or theft results. One dice roll per locality per month should be allowed. Huge cities might have more than one locality.
- 6) **Calculate the Price:** Using the appropriate section of the Purchase and Resale Table, cross-index the modified roll to get a result. Multiply the item’s intrinsic value by any % result and any applicable market multipliers. This determines the price for the item in that locality for he next one-month period. Other results are described below.
- 7) **Swindles:** If the result indicates a swindle instead of a %, there will be an attempt to deceptively cheat the buyer/seller (e.g. the buyer gets flawed merchandise, the seller gets counterfeit or poor grade currency, etc.).
- 8) **Thefts:** Should a “theft” result, someone (e.g. a pickpocket or a gang of fast-moving kids) will make an unarmed attempt to steal cash or goods from the buyer/seller.
- 9) **Armed thefts:** In the case of an “armed theft” result, someone (e.g. an organized gang of brigands) will attempt to physically overpower the buyer/seller and rob him.
- 10) **Turned In:** Someone informs the authorities of the buyer/seller’s attempts to deal in an illegal commodity.

8.5 PRICE TABLES

The following tables cover the suggested basic price of various goods that reflect the usual range of common non-

magic items. The services allow for a comparative standard based on typical locales. Note the following when considering character of the purchases:

A) ID#: Each item has a three digit ID # (between 001 and 000). This enables the GM to make a single 1-1000 roll to specify the type of item when determining the nature of random goods. A 1-1000 roll requires three 10-sided dice (each with the digits 0- 9), one for the hundreds, one for tens, and one for the ones. Results are calculated in a fashion analogous to 1-100 determination. Note that each price table has its own 100-digit sequence (e.g. 201-299), so that additional items of a similar type can be added. This also enables the GM to use a 1-100 result to identify an item within a specific price category (i.e. ignore the first digit of the ID #'s). If you roll an ID # for which no item exists, just re-roll the dice.

B) Weapon Type: 2h = Two-hand; 1hs = One-hand slashing; 1hc = One hand crushing; th = thrown; pa = pole arms; mis = missile.

C) Weights: The weights are listed as ranges to reflect differences in length and construction. Certain steels, for instance, are heavier than others. Where the variation in construction and materials is too great to allow a good to be classed as one type, a number of listings have been made. Note that the armor weights include all associated lining, ties and padding.

D) Superior or Enhanced Goods: Goods with significant bonuses or unusual properties based on heavier designs, superior technology, enchantment, magic, etc. are not listed. Prices for these items should be calculated using the process described in section 8.3. Note that typical weights and lengths are given as ranges.

E) Item Strength (Str): The higher the number, the higher the item strength. Superior or magic items add 2 for every +1 bonus. Inferior items subtract 2 for every +1 subtraction. Strengths are used primarily to determine breakage, although the GM may find other uses. Item breakage is discussed below.

F) Breakage Factors (BF): The numbers listed in the "BF" column indicates the breakage resistance of a given good. Item breakage is discussed below.

G) Fumble Range: Each weapon has a fumble range. An unmodified combat roll within this range results in the attack having no effect. Instead, another percentile dice roll is made and this number is referenced to the applicable Fumble Table. See AL Tables.

OPTION 19: EQUIPMENT SIZE

Often it is necessary to determine what size character may wear certain equipment. For these purposes, a character has three sizes: body/torso size, head size, and hand/feet size. These sizes can be calculated using the character's (or item's) height and weight as follows:

Body/Torso Size = (2 x height in inches) + weight in pounds

Head Size = Body/Torso Size + D50 - 25

Hand/Feet Size = Body/Torso Size + D100 - 50

Normally each piece of wearable equipment has one of these three sizes (i.e. it is worn on the body/torso, the head, or the hands/feet). The Size Tables 04-03 and 04-04 and the guidelines above allow a GM to determine the "size" of any piece of equipment. If a piece of equipment is taken from a PC or NPC who has been wearing the equipment, the sizes of the character and the equipment must match.

- A piece of equipment is wearable with no penalty by a character if its size is within 5% of the character's size (i.e. body/torso, head, or hands/feet): $\pm .05 \leq [(Equipment's\ Size - Char.'s\ Size) / Char.'s\ Size] \leq .05$
- A piece of equipment is wearable with a maneuver penalty by a character if its size is between 5% and 10% of the character's size. The maneuver penalty is equal to five times the absolute value of the percentage difference in size over 5% (i.e. it ranges from 0 to -25). For example, wearing equipment whose size is 8% greater than the character's size results in a maneuver penalty of $-15 = (8 - 5) \times 5$.
- A piece of equipment may be modified and worn by a character if its size is between 0% and 20% of the character's size. The necessary material, personnel,

and facilities must be available; and the cost may be approximated by: (% of size to be modified) times (original cost of the equipment). For example, to modify a breastplate (original cost 20 sp) by 10% would cost approximately 2 sp; and to modify it by 15% would cost 3sp. Depending upon the nature of the equipment, a GM may allow other modifications which do not fall within these guidelines.

8.6 COMBAT USE BREAKAGE

This procedure simulates the breakage of items used in combat. Breakage during combat can occur in one of two instances:

1) An attack totally misses its target but no fumble has occurred (i.e. 0 hits delivered). Roll again to determine exact breakage situation:

08-10 WEAPON USE BREAKAGE TABLE

01-50	no chance of breakage
51-75	attacker's weapon strikes defender's shield, roll breakage. If defender has no shield, treat as 'strikes defender's weapon.'
76-00	attacker's weapon strikes defender's weapon, roll breakage

2) A critical result indicates a specific area or item struck. If an area is struck with no equipment covering it, there is no chance of breakage.

THE BREAKAGE ROLL

In both cases, the attacker's equipment (weapon) strikes a piece of the defender's equipment: weapon, shield, or equipment on a specific area of his body. A "breakage roll" must now be made to determine which piece of equipment breaks (one, both or neither may break). This depends upon the roll, the breakage factors (BFs) of the equipment, and the "strengths" of the equipment. This roll is 1-100 open-ended and may be subject to modifications in special circumstances. Equipment will break in the following cases:

a) If the roll is greater than the BF of the equipment with the lower of the two strengths, the weaker equipment breaks.

b) If both pieces of equipment have the same strength, then:

- 1) If the roll is over BF of only one of the pieces of equipment, that piece breaks.
- 2) If the roll is over both BFs, the piece of equipment with the lower BF breaks (if the BFs are equal, roll again: 01-25 = both break; 26-100 = neither breaks).

Breakage of a helm, weapon, or a shield results in a loss of the item, and the appropriate unprotected damage result on any future criticals. Breakage of armor results in an absence of protection in the given area for future criticals, but does not entail a total loss of the armor (see AL).

Example: *Nandar the Dragon-herder attacks Miraj. Nandar wields a mace (item strength 65; BF 250+), while Miraj uses a scimitar (item strength 60; BF 150+) and carries a normal shield (item strength 45; BF 155+). Nandar does not fumble and his attack results in 0 hits, so a chance of breakage exists. He rolls a 67 indicating that his mace and her shield are involved. He rolls an open ended roll of 162, which is greater than the weaker equipment's BF, so the shield breaks. (The shield's Strength of 45 is less than the mace's Strength of 65).*

Suppose that Nandar's attack delivered a critical strike. He rolls a crit and the result indicates that he hit Miraj in the head. Miraj wears a pot helm (item strength 55; BF 120+). Since the mace is stronger than the helm and the unmodified roll of 162 exceeds the pot helm's BF, the helm is broken.

ACCESSORY BREAKAGE

This procedure only applies to accessories and other similar equipment with a BF range. The BF range represents the relative chance the good will break each time it is used under strain. The character simply makes a non open-ended dice roll and breakage occurs if the unmodified result falls within the breakage range.

08-11 PURCHASE PRICE CHART

Roll	% Cost Open Market		% Cost Illegal Market	
	Merchant	Street	Merchant	Street
< (-51)	Swindle*	Armed Theft*	Theft	Armed Theft
(-50)-05	0*	Armed Theft	Swindle*	Armed Theft
06-10	Unavailable*	Theft*	Swindle*	Armed Theft*
11-15	Unavailable	Swindle*	Swindle	Theft*
16-20	Unavailable	Unavailable*	Swindle	Theft*
21-25	300	Unavailable	0*	Swindle*
26-30	200	Unavailable	Turned In*	Swindle
31-35	175	Unavailable	Unavailable*	Swindle
36-40	150	Unavailable	Unavailable	0*
41-45	140	200	Unavailable	Turned In*
46-50	130	175	Unavailable	Unavailable*
51-55	130	150	Unavailable	Unavailable
56-60	120	120	Unavailable	Unavailable
61-65	120	110	Unavailable	Unavailable
66-70	110	110	Unavailable	400
71-75	110	100	Unavailable	300
76-80	110	100	Unavailable	200
81-85	105	95	Unavailable	175
86-90	105	95	Unavailable	150
91-95	105	90	400	125
96-120	100	90	300	110
121-140	100	80	200	105
141-160	90	70	150	100
161-180	80	60	110	90
181-200	70	50	100	80
201+	60	40	90	60

*Unmodified die roll

Purchase Roll Modifiers:

Price	hamlet	village	town	city
inexpensive	-20	0	+ 10	+ 50
average	-50	-10	0	+ 25
moderately exp.	-75	-40	-20	+ 10
very expensive	-100	-75	-50	0
outrageous	-150	-100	-75	-10
	Rarity		Utility	
	Unique	-75	awesome	-40
	Unusual	-25	very useful	-20
	Common	+ 20	useful	0
			marginal	+ 10
			oddity	+ 30

Strong Guild Restrictions: Varies: (-10) to (-100)

.5x	Oversupplied Market: Areas where the good is overstocked or is produced in relatively large quantities and then exported.
1x	Supplied Market: Normal market conditions found in a stocked trade town or cosmopolitan area.
2x	Undersupplied Market: Market for normal imports.
3x	Isolated Market: Areas where delivery of the good is very costly or time consuming.
4x	Unsupplied Market: Market for extremely rare imports.
10x	Insulated Market: Areas where the delivery of the good is extremely costly, time consuming, and dangerous.
Varies	Seasonal Product: Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.

NOTE: Factors such as delivery time, the rarity of component parts, the effects of weather, etc. can all be abstracted into this scheme, but the GM may find others which they feel should be reflected in more detail. Again, it will vary with the campaign.

08-12 RESALE PRICE CHART

Roll	% Return Open Market		% Return Illegal Market	
	Merchant	Street	Merchant	Street
< (-51)	Swindle*	Armed Theft*	Theft	Armed Theft
(-50)-05	0*	Armed Theft	Swindle*	Armed Theft
06-10	5	Theft*	Swindle*	Armed Theft*
11-15	10	Swindle*	Swindle	Theft*
16-20	15	0*	Swindle	Theft*
21-25	20	0	0*	Swindle*
26-30	25	0	Turned In*	Swindle
31-35	25	20	Turned In	0*
36-40	30	25	0	0
41-45	30	30	0	Turned In*
46-50	35	35	0	Turned In
51-55	35	40	0	50
56-60	40	45	0	60
61-65	40	50	20	70
66-70	45	55	40	80
71-75	50	60	60	90
76-80	50	65	80	100
81-85	55	70	90	125
86-90	60	75	100	150
91-95	60	80	110	175
96-120	70	90	130	200
121-140	75	100	140	250
141-160	85	125	150	300
161-180	100	150	175	350
181-200	120	200	200	400
201+	150	250	300	500

*Unmodified die roll

Purchase Roll Modifiers:

Price	hamlet	village	town	city
inexpensive	-20	-10	0	0
average	-40	-25	-10	0
moderately exp.	-60	-50	-25	-10
very expensive	-100	-75	-75	-25
outrageous	-200	-100	-100	-50
	Rarity		Utility	
	Unique	+20	awesome	+30
	Unusual	+10	very useful	+10
	Common	-30	useful	0
			marginal	-20
			oddity	-40

Strong Guild Restrictions: Varies: (-10) to (-100)

.25x	Oversupplied Market: Areas where the good is overstocked or is produced in relatively large quantities and then exported.
.5x	Supplied Market: Normal market conditions found in a stocked trade town or cosmopolitan area.
1x	Undersupplied Market: Market for normal imports.
1.5x	Isolated Market: Areas where delivery of the good is very costly or time consuming.
2x	Unsupplied Market: Market for extremely rare imports.
3x	Insulated Market: Areas where the delivery of the good is extremely costly, time consuming, and dangerous.
Varies	Seasonal Product: Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.

NOTE: Factors such as delivery time, the rarity of component parts, the effects of weather, etc. can all be abstracted into this scheme, but the GM may find others which they feel should be reflected in more detail. Again, it will vary with the campaign.

08-13 ACCESSORY PRICE CHART (001-099)

ID#	Good	Rural Cost	Town Cost	City Cost	Weight	Prod.	Note (BF)
001	Arrows (20)	5bp	4bp	28cp	3 lbs	1 day	BF 06-40.
002	Backpack	22cp	2bp	22cp	2-3 lbs	1 day	Holds 20 lbs; 1 cu'.
003	Bedroll (light)	19cp	2bp	23cp	4-7 lbs	.5 days	Wool blanket. 2 season.
004	Bedroll (heavy)	6bp	7bp	8bp	8-11 lbs	1 day	Wool/fur. 4 season.
005	Boots	12bp	1sp	1sp	3-4 lbs	3 days	-
006	Brush (writing)	6cp	5cp	3cp	.25 lbs	4 hrs	Hair. 4" stem. Capped.
007	Bucket	5bp	4bp	42cp	2-3 lbs	1 day	Copper. Holds 3 gallons.
008	Caltrops (5)	9bp	8bp	7bp	2 lbs	1 day	Portable spike traps.
009	Candle	4cp	4cp	3cp	.25 lbs	.5 days	Lights 20" dia; burns 2 hrs.
010	Case	3sp	4sp	3sp	1 lb	2 days	Water-resist. leather. 12"x3"x6'.
011	Cask	2sp	24bp	22bp	5 lbs	1.5 days	Wood. Holds 4 gallons.
012	Chain	7bp	6bp	5bp	8-10 lbs	1 day	Iron. 10'. BF 01.
013	Chalk (10)	26cp	2bp	24cp	.25 lbs	2 hrs	5 pieces.
014	Charcoal	25bp	22cp	27cp	1 lb	.5 days	Hot 4 hr fire.
015	Chisel	1sp	9bp	8bp	1 lb	1 day	Iron. -40 dagger. BF 01-02.
016	Cloak	7bp	9bp	10bp	2-3 lbs	1 day	-
017	Climbing pick	3sp	28bp	25bp	2 lbs	1 day	Iron. -15 mattock. BF 01.
018	Coat	13bp	15bp	17bp	5-9 lbs	2 days	-
019	Cb bolts (20)	15bp	11bp	9bp	3 lbs	2 days	BF 06-16.
020	Fire-starting bow	6tp	8tp	9tp	.5 lbs	1 hr	Starts fire in 5 min.
021	Flint and steel	11cp	1bp	9cp	.5 lbs	-	Starts fire in 3 min.
022	Framepack	3bp	33cp	4bp	3-4 lbs	1.5 days	Holds 45 lbs; 2 cu'.
023	Gloves	15cp	2bp	2bp	.5 lbs	1 day	Heavy leather; lined.
024	Grappling hook	12bp	1sp	9bp	1 lb	1 day	Iron. BF 01. Grip fail. 02-03.
025	Hammer	13bp	1sp	9bp	1 lb	1 day	Iron. -30 mace. BF 01-02.
026	Hammock	12cp	1bp	13cp	2-3 lbs	3 days	Rope; wood spreaders; iron hooks.
027	Harness	9bp	1sp	9bp	4 lbs	2 days	Leather/iron. Includes bit, reins.
028	Hat	5bp	6bp	5bp	1 lb	1 day	Leather.
029	Hood	11cp	16cp	18cp	.5 lbs	.5 days	Covers head & shoulders.
030	Ink	2bp	14cp	1bp	.25 lbs	-	Black; non-soluble.
031	Ladder	33cp	3cp	31cp	15 lbs	2 days	Wood. 10'. Bears 400 lbs. BF 01-02.
032	Lantern	14bp	12bp	10bp	1-2 lbs	4 days	Lights 50' diameter.
033	Lock pick kit	2sp	1sp	8bp	.5 lbs	2 days	+5 bonus. BF 01-05.
034	Mirror	4sp	35bp	37bp	.5 lbs	1 day	Glass/silver. 6"x4". BF 01.
035	Nails (20)	1cp	9tp	8tp	.5 lbs	3 hrs	Iron. 3" length. BF 01-08.
036	Oar	5cp	6cp	7cp	4-5 lbs	7 hrs	Wood. 6'-8'. BF 01.
037	Oil flask	4bp	3bp	3bp	1 lb	1 day	Includes 1 pt oil (6 hr refill).
038	Padded Undercoat	55cp	6bp	65cp	2-4 lbs	2 days	-
039	Paddle	4cp	5cp	6cp	3 lbs	5 hrs	Wood. 4'-5'. BF 01.
040	Padlock	3sp	23bp	21bp	1 lb	2 days	Iron; with 2 keys.
041	Pants	2bp	25cp	27cp	1-2 lbs	1 day	-
042	Paper (10)	16bp	12bp	9bp	.25 lbs	1 day	10 sheets. 12"x6".
043	Parchment (10)	28bp	2sp	13bp	.25 lbs	1 day	10 sheets. 12"x6".
044	Pegs (10)	8tp	9tp	1cp	2 lbs	2 hrs	Wood. BF 01-08.
045	Pitons (10)	22cp	2bp	18cp	2-3 lbs	1 day	Iron. BF 01-03.
046	Plank	5tp	6tp	7tp	11-12 lb	4 hrs	Wood. 10'. Bears 350 lbs. BF 01-02.
047	Pole	4cp	5cp	6cp	5-10 lbs	3 hrs	Wood. 10'. BF 01-05.
048	Pot (cooking)	8bp	7bp	8bp	2-3 lbs	1 day	Iron. Holds 2 gallons.
049	Quill-pens (10)	5cp	4cp	3cp	.25 lbs	2 hrs	Goose. 10/quiver.
050	Quiver	1bp	1bp	15cp	.5 lbs	1 day	Holds 20 arrows/bolts:
051	Rope	5bp	4bp	3bp	4-7 lbs	3 days	Hemp. 50'. BF 01-04.
052	Rope (superior)	15bp	12bp	9bp	2-4 lbs	5 days	Rein. hemp. 50'. BF 01-03.
053	Sack (50 lb)	7cp	8cp	8cp	2-3 lbs	2 hrs	Holds 50 lbs. 3 cu'.
054	Saddle	6sp	5sp	6sp	10-12 lb	6 days	Includes stirrups, blanket.
055	Saddle bag	9bp	8bp	9bp	4-6 lbs	2 days	Holds 15 lbs. 1.5 cu'.
056	Saw	2sp	23bp	25bp	2-3 lbs	2 days	Iron. 24" wood-tool.
057	Scabbard (belt)	30bp	25bp	28bp	1 lb	1 day	Holds one 1-h weapon.
058	Scabbard (shoulder)	37bp	3sp	33bp	1.5 lbs	1 day	Holds one 2-h weapon.
059	Shirt	25cp	3bp	3bp	1 lb	1.5 days	-
060	Spade	2sp	16bp	17bp	3-4 lbs	1 day	Iron. Wood shaft. BF 01-04.
061	Sundial	5sp	3sp	2sp	1 lb	2 days	Iron. Approx. time.
062	Surcoat	8bp	9bp	10bp	1-2 lbs	1.5 days	-
063	Tarp	12cp	1bp	11cp	3-5 lbs	2 hrs	Canvas. 5' x 8'.
064	Tent	25bp	2sp	23bp	8-10 lbs	2 days	Canvas. 5' x 8'. Two man.
065	Tinderbox	2cp	2cp	2cp	.25 lbs	.5 days	Wood. Enough for 7 fires.
066	Torch	3tp	3tp	3tp	1 lb	1 hr	Lights 20" dia. (6 hrs).
067	Vial	24cp	2bp	12cp	.25 lbs	2 hrs	Glass. Holds .25 lbs.
068	Waterskin	8tp	1cp	9tp	.25 lbs	6 hrs	Holds 1 pt (.5 lbs).
069	Weapon belt	6bp	5bp	6bp	1 lb	.5 days	Holds 2 scabbards, 3 pouches.
070	Wedge (staying)	1cp	1cp	1cp	1 lb	1 hr	Hardwood.
071	Wedge (splitting)	3cp	3cp	32tp	3 lbs	2 hrs	Iron.
072	Wire (10 gauge)	1sp	9bp	8bp	3 lbs	5 hrs	Iron. 100'. BF 01.
073	Whistle	25bp	2sp	26bp	.5 lb	1 day	Wood/iron. 4". Range 1+ mi.

08-14 ARMOR PRICE CHART (101-199)

ID#	Good	AT	Cost	Prod. Time	Weight	Str	BF	Note
101	Leather Jerkin	5	1sp	1 day	7-12 lbs	5	80+	Vest which covers abdomen.
102	Arm Greaves	*	1sp	2 days	2-3 lbs	55	120+	Protects vs. arm crits.
103	Leg Greaves	*	1sp	2 days	3-4 lbs	55	120+	Protects vs. leg crits.
104	Leather Coat	6	6sp	6 days	15-20 lbs	5	80+	Protects most of legs.
105	Rein. Leather Coat	7	9sp	2 weeks	17-25 lbs	15	85+	Protects most of legs.
106	R. Full-length L. Coat	8	11sp	16 days	19-30 lbs	15	85+	Protects legs and arms.
107	Leather Breastplate	9	45bp	4 days	10-18 lbs	18	90+	Rigid vest which covers abdomen.
108	Chain Shirt	13	15sp	3 weeks	15-25 lbs	40	95+	Covers abdomen and half upper arms.
109	Full Chain	15	65sp	2 months	35-50 lbs	40	95+	Long-sleeved shirt and leggings.
110	Chain Hauberk	16	55sp	35 days	35-40 lbs	40	110+	Long coat that covers arms and legs.
111	Breastplate	17	20sp	21 days	20-30 lbs	55	160+	2 pc. metal vest that covers abdomen.
112	Half Plate	19	100sp	10 weeks	50-70 lbs	50	145+	Plate/chain combo covers whole body.
113	Full Plate*	20	200sp	4 months	60-85 lbs	55	160+	Plate covering all exposed areas.
114	Target Shield	-	35bp	3 days	3-10 lbs	40	140+	+20 vs. melee; +10 vs. missile.
115	Normal Shield	-	55bp	5 days	10-20 lbs	45	155+	+20 vs. melee or missile.
116	Full Shield	-	7sp	6 days	15-30 lbs	50	170+	+25 vs. melee or missile.
117	Wall Shield	-	9sp	7 days	30-50 lbs	60	185+	+30 vs. melee; +40 vs. missile.
118	Leather Helmet	-	15bp	1 day	1-2 lbs	10	80+	Padded skullcap.
119	Super. Leather Helm	-	25bp	1.5 days	1.5-2.5 lbs	20	85+	Reinforced metal/leather.
120	Plate Helm	-	35bp	1 day	1.5-3 lbs	25	90+	Interlocking, overlapping plates.
121	Pot Helm	-	4sp	3 days	1.5-3 lbs	55	120+	Reinforced metal skullcap.
122	Full Helm	-	9sp	8 days	2.5-5 lbs	60	145+	Covers neck and face; has vent slits.
123	Visored Helm	-	125bp	10 days	2-5 lbs	55	135+	Protects neck; movable face covering.
124	Aventail	-	3sp	5 days	1 lb	40	95+	Chain neck armor; attaches to helm.
125	Leather Barding	7	35sp	2 weeks	100 lbs	15	85+	Covers horse's trunk. -15 to maneuv.
126	Chain Barding	16	150sp	40 days	160 lbs	40	110+	Covers horse's trunk. -20 to maneuv.
127	Plate Barding	19	300sp	4 months	190 lbs	55	160+	Covers horse's trunk. -30 to maneuv.
128	Leather Chanfron	-	6sp	1 week	15 lbs	20	85+	Covers horse's head. Treat as helm.
129	Plate Chanfron	-	9sp	9 days	25 lbs	50	140+	Covers horse's head. Treat as helm.
130	Leather Crinet	-	5sp	6 days	25 lbs	15	85+	Covers horse's neck. -5 to maneuv.
131	Chain Crinet	-	27sp	10 days	31 lbs	40	110+	Covers horse's neck. -5 to maneuv.
132	Plate Crinet	-	60sp	20 days	38 lbs	55	160+	Covers horse's neck. -5 to maneuv.
133	Leather Bracer	-	1sp	1 day	.5 lbs	25	100+	Archer's wrist-guard. 25% greave prot.
134	Plate Bracer	-	2sp	2 days	.75 lbs	55	115+	Archer's wrist-guard. 50% greave prot.

* Helm of choice included in price

NOTE: Armor types 3, 4, 11, and 12 are animal armors, natural body coverings with no normal armor equivalents. One cannot achieve such an AT without acquiring some enchanted and specially designed armor (e.g., magic fell beast skin). ATs 10, 14, and 18 are achieved by using the appropriate base armor (9, 13, and 17, respectively) with greaves.

08-15 BASE SPELL ITEM PRICE CHART * (201-299)

ID#	Item	Price	Size	Max. Charges**	Max. Spell Lvl**	Composition	Use
201	Rune Paper	1gp	varies	1/100%	10	organic	hand
202	Potion	10gp	4 oz	1/100%	10	non solid	ingested
203	1-Use Item	15gp	varies	1/100%	20	varies	hand/touch/look
Daily Items:							
204	2-hand	20gp	varies	Daily #	10	varies	hand/touch/look
205	1-hand	50gp	varies	Daily #	10	varies	hand/touch/look
206	Suspended	200gp	varies	Daily #	10	varies	worn/suspended***
207	Affixed	300gp	varies	Daily #	1	varies	worn/affixed***
Charge Items:							
208	Wand	10gp	1 foot	10/10%	2	organic	hand
209	Rod	30gp	2.5 foot	30/4%	5	organic	hand
210	Staff	100gp	5 feet	100/1%	10	organic	touch/look
211	Ring	500gp	varies	Constant	10	varies	worn/affixed***

* – Base items may take other, unusual forms. Spell Law and the Alchemist Base Spell Lists cover the construction of such items.

** – These are the usual restrictions. Certain extraordinary alchemists or specialists might create unique items of considerably greater power.

*** – Suspended items are those worn, but not attached to the body (e.g., pendants, brooches, etc.). Affixed items are actually connected to the body (e.g., rings, cheekpins, earrings, nose-pins, etc.).

08-16 FOOD, LODGING AND SERVICES PRICE TABLE (301-399)

ID#	Good/Service	Rural Cost	Town Cost	City Cost	Note
301	Beer/ale	2tp	2tp	2tp	Pint.
302	Brandy	12tp	10tp	15tp	Half-pint.
303	Cider	1tp	1tp	2tp	Pint.
304	Mead	5tp	5tp	6tp	Pint.
305	Wine	5tp	6tp	7tp	Pint.
306	Light meal	3tp	6tp	1cp	01 illness*.
307	Normal meal	5tp	1cp	2cp	01 illness*.
308	Heavy meal	6tp	12tp	24tp	01 illness*.
309	Week's rations	3cp	5cp	8cp	Normal spoilage. 18 lbs.
310	Trail rations	5cp	1bp	2bp	1 wk. Preserved. 14 lbs.
311	Greatbread	2gp	3gp	35sp	1 wk. Preserved. 4 lbs.
312	Waybread	10gp	15gp	20gp	1 mo. Preserved. 4 lbs.
313	Poor lodging	6tp	1cp	14tp	Communal sleeping.
314	Average lodging	1cp	2cp	24tp	Separate bedding.
315	Good lodging	14tp	22tp	3cp	Separate room.
316	Stable	1tp	2tp	3tp	Includes food for beast.
317	Hospitalization	–	6cp**	9cp**	2x heal rate. Bedding, food, care.
318	Library Access	–	–	1sp	4 hr visit. No withdrawals.

* This risk may be increased or reduced by circumstance, or by prudent instructions, additional payment, etc.

** Often a fee in the form of a required "contribution."

08-17 TRANSPORT PRICE TABLE (401-499)

ID#	Good/Service	Rural Cost	Town Cost	City Cost	Base Rate/Max Pace		MN	Ht/Weight	Capacity	OB
					f/nd	mi/hr(mph)	Bonus			
401	Camel (draft)	15gp	12gp	14gp	60/5pt	4/12	10	7/900	350 lbs	-
402	Camel (racing)	35gp	40gp	45gp	90/5pt	6/24	20	7/750	200 lbs	-
403	Elephant	65gp	50gp	75gp	120/5pt	8/24	10	12/11000	1000 lbs	-
404	Horse (light)	35sp	45sp	60sp	100/Dash	7/35	40	5/800	200 lbs	5
405	Horse (medium)	45sp	60sp	75sp	110/Dash	7.5/38	25	6/900	300 lbs	5
406	Horse (heavy)	70sp	80sp	90sp	80/F5pt	5/20	10	6+/1300	400 lbs	5
407	Llama/alpaca	8gp	7gp	8gp	100/F5pt	7/28	30	4/200	50 lbs	-
408	Mule/donkey	25sp	32sp	47sp	90/Dash	6/30	20	4+/550	250 lbs	-
409	Ox	85sp	95sp	105sp	60/F5pt	4/16	20	5/2000	700 lbs	-
410	Pony (mature)	20sp	40sp	55sp	70/Dash	4.5/20	30	4/500	180 lbs	-
411	Sled dog	1gp	13sp	2gp	110/Dash	7.5/37	20	2.5/85	40 lbs	-
412	Warhorse (lesser)	15gp	20gp	30gp	90/Dash	6/30	30	6/950	350 lbs	20
413	Warhorse (greater)	75gp**	75gp**	75gp	80/Dash	5/25	40	6+/1100	375 lbs	30
414	Coach service	1bp + 1cp/mi	1bp + 1cp/mi	1bp + 1cp/mi	60/F5pt	4/16	-	-	-	-
415	Ferry service	1bp + 2cp/mi	1bp + 2cp/mi	1bp + 2cp/mi	30/Run	2.5/5	-	-	-	-
416	Ship passage	5bp + 2tp/mi	5bp + 2tp/mi	5bp + 2tp/mi	30/sail***	2.5/7.5	-	-	-	-
417	Toll charge	1cp	1cp	1cp	-	-	-	-	-	-
418	Boat (small)	4gp	7gp	9gp	30/Run***	2.5/5	-	10/200	1000 lbs	-
419	Boat (medium)	8gp	11gp	14gp	40/sail***	3/9	-	20/800	4000 lbs	-
420	Boat (large)	25gp	40gp	55gp	30/sail***	2.5/7.5	-	30/2000	7000 lbs	-
421	Canoe	7gp	8gp	10gp	50/5pt***	3.5/10	-	15/130	700 lbs	-
422	Chariot (war)	12gp	14gp	16gp	90/Dash	6/30	20	15/400	400 lbs	25
423	Coracle	7sp	8sp	-	30/5pt***	2.5/7.5	-	7/140	700 lbs	-
424	Dog-sled	6gp	7gp	9gp	90/Dash	6/30	-10	11+/350	450 lbs	-
425	Hand-cart	9sp	11sp	14sp	40/5pt	3/9	-70	4.5/100	250 lbs	-
426	Horse-cart (open)	3gp	4gp	5gp	50/F5pt	3.5/14	-25	6/450	800 lbs	-
427	Ship (small)	65gp	80gp	95gp	40/sail***	3/9	-	45/6000	19000 lbs	-
428	Ship (medium)	150gp	190gp	210gp	30/sail***	2.5/7.5	-	60/12000	35000 lbs	-
429	Ship (large)	-	650gp	720gp	30/sail***	2.5/7.5	-	80/20000	55000 lbs	-
430	Skis	6cp	7cp	8cp	90/Dash	6/30	-10	6/15	300 lbs	-
431	Sledge (covered)	1sp	12cp	15cp	70/F5pt	4.5/18	-20	10/100	400 lbs	-
432	Wagon (open)	5gp	6gp	7gp	50/F5pt	3.5/14	-30	8/600	1200 lbs	-
433	Wagon (closed)	8gp	9gp	10gp	40/F5pt	3/12	-40	9/850	1300 lbs	-

* Height is at shoulder level. Size reflects low to average.

** Rarely available unless purchased from lord or wealthy dealer.

*** Speed in dead water. Add or subtract the affect of currents and winds.

NOTES: Skips are vessels capable of negotiating open seas, while boats are adapted to relatively shallow waters: coastal channels, lakes, etc.

CODES: Maximum Paces (Max Pace) are max. multiples of normal movement allowance (Base Rate). Run = 2x: 5pt = 3x: F5pt = 4x: Dash = 5x.

08-18 WEAPON PRICE TABLE (501-599)

ID#	Good (Abbrev.)	Cost	Type	Prod. Time	Weight	Str	BF	Fumb
501	Bastard sword (hs)	20sp	1hs/2h	45 days	4-6 lbs	75	175+	04/05
502	Battle axe (ba)	13sp	2h	2 days	5-9 lbs	70	155+	01-05
503	Blackjack (bj)	2cp	1hc	6 hrs	.5 lbs	5	120+ *	01
504	Blowpipe (bp)	12sp	mis.	1 day	2-4 lbs	-	-	01-05
505	Boar spear (br)	25bp	pa	1 day	3-6 lbs	30	135+	01-05
506	Bola (2 hand) (bo)	5sp	th[gr]	1 day	2-6 lbs	12	75+*	01-07
507	Boomerang (bm)	2sp	th	12 hrs	.5 lbs	-	-	01-04
508	Broadsword (bs)	10sp	1hs	3 days	3-5 lbs	75	160+	01-03
509	Cat-o'-nine tails (ct)	1sp	1hc/1hs	1 day	3-5 lbs	10	75+*	01-07
510	Claymore (cs)	20sp	1hs	3 days	5-10 lbs	75	155+	01-04
511	Club (cl)	1cp	1hc	6 hrs	3-7 lbs	10	140+	01-04
512	Composite bow (cp)	17sp	mis.	14 days	2-3 lbs	-	-	01-04
513	Crossbow (heavy) (hcb)	25sp	mis.	16 days	8-12 lbs	-	-	01-05
514	Crossbow (light) (lcb)	11sp	mis.	7 days	4-8 lbs	-	-	01-05
515	Cudgel (cg)	5cp	1hc/2h	12 hrs	2-4 lbs	8	130+	01-03
516	Cutlass (ct)	9sp	1hs	2 days	3-5 lbs	75	155+	01-03
517	Dagger (da)	3sp	1hs/th	1 day	.75 lbs	18	195+	01
518	Darts (dt)	1sp	th	12 hrs	.5-1 lb	-	-	01-05
519	Dirk (dk)	4sp	1hs	1 day	.75 lbs	32	175+	01
520	Falchion (fa)	15sp	1hs	3 days	3.5-5 lbs	75	160+	01-05
521	Flail (fl)	19sp	2h	5 days	4-8 lbs	60	150+	01-08
522	Foil (fo)	21sp	1hs	5 days	2-3.5 lbs	8	95+	01-03
523	Gauntlet (ga)	2sp	1hs	4 days	.5-1 lb	45	110+	01**
524	Halbard (hb)	14sp	pa	2 days	6-9 lbs	25	150+	01-07
525	Handaxe (ha)	5sp	1hc	1 day	4-6 lbs	70	160+	01-04
526	Harpoon (hr)	25bp	th	1 day	4-8 lbs	20	135+	01-04
527	Javelin (ja)	3sp	pa/th	1 day	3-5 lbs	17	105+	01-04
528	Jo (jo)	3cp	1hc/2h	12 hrs	2.5-6 lbs	20	145+	03/05
529	Katana (ka)	23sp	1hs/2h	5 days	4-6 lbs	70	155+	01-03
530	Lance (ml)	5sp	pa	1 day	8-15 lbs	30	130+	01-07
531	Lasso (la)	4tp	th	6 hrs	2-5 lbs	-	-	01-06
532	Long bow (lb)	10sp	mis.	9 days	2-3 lbs	-	-	01-05
533	Long sword (ls)	18sp	1hs	4 days	3.5-5 lbs	75	160+	01-04
534	Mace (ma)	6sp	1hc	2 days	3.5-8 lbs	65	250+	01-02
535	Main gauche (mg)	12sp	1hs	3 days	1-2 lbs	18	190+	01-02
536	Morning star (ms)	16sp	1hc	2 days	4-8 lbs	60	145+	01-08
537	Net (fishing) (fn)	1sp	1hc/th[gr]	3 days	3-5 lbs	1	20+*	01-08
538	Net (gladiator) (gn)	7sp	1hc/th[gr]	7 days	2-4 lbs	15	75+*	01-05
539	No-dachi (no)	25sp	2h	6 days	5-9 lbs	75	165+	01-05
540	Nunchaku (nu)	4cp	1hc/2h	1 day	1-2 lbs	20	125+	01-07
541	Pick (pi)	4sp	2h	2 days	3-7 lbs	20	120+	01-06
542	Pilum (pl)	10sp	pa/th	2 days	4-7 lbs	18	90+	01-05
543	Quarterstaff (qs)	5cp	2h	1 day	3-5 lbs	20	140+	01-03
544	Rapier (ra)	22sp	1hs	5 days	1.5-3 lbs	30	100+	01-04
545	Sabre (sa)	9sp	1hs	2 days	3-4 lbs	70	150+	01-03
546	Sai (si)	13sp	1hs	4 days	2-4 lbs	30	210+	01-02
547	Scimitar (sc)	10sp	1hs	3 days	3-5 lbs	60	150+	01-04
548	Short bow (sb)	6sp	mis.	3 days	2-3 lbs	-	-	01-04
549	Short sword (ss)	7sp	1hs	2 days	2-4 lbs	75	185+	01-02
550	Shuriken (sh)	4sp	th	1 day	.25-.75 lb	-	-	01-05
551	Sling (sl)	9bp	mis.	12 hrs	.5-1 lb	-	-	01-06
552	Spear (sp)	23bp	pa	1 day	3-8 lbs	15	130+	01-05
553	Tomahawk (tm)	4cp	1hs/th	12 hrs	2-4 lbs	25	80+	01-02
554	Tonfa (to)	9cp	1hc	1 day	2-5 lbs	20	130+	01-04
555	Trident (tr)	4sp	pa	2 days	4-6 lbs	30	140+	01-05
556	Two-hand sword (th)	20sp	2h	5 days	5-12 lbs	75	200+	01-05
557	War hammer (wh)	15sp	1hc	2 days	4-7 lbs	60	155+	01-04
558	War mattock (wm)	15sp	2h	2 days	4-8 lbs	60	145+	01-06
559	Whip (wp)	2sp	1hc[gr]	12 hrs	2-5 lbs	10	75+*	01-06

* These weapons cannot cause breakage, and are only affected by slashing weapons.

** Fumble simply results in no action the during given round.

NOTE: "[gr]" indicates that "grapple" criticals may be used for these weapons. In addition, two numbers are given as fumble ranges for certain weapons that can be used 1-handed or 2-handed. When used 1-handed the fumble range is 01 to the first number. When used 2-handed the fumble range is 01 to the second number.

08-19 ENCHANTED HERBS (601-700)

ID#	Name	Codes	Form/Prep	Cost	Effect
Antidotes					
601	Argsbargies	a-Z-5	Flower/ingest	38gp	AF7. Lvl 4 antidote for Muscle Poisons.
602	Eldaana	c-O-4	Leaf/brew	99gp	AF2. Lvl 9 antidote for Reduction Poisons. Reverses the effect of the curse "Ugliness of Ore (Chan, "Curses," lv 15).
603	Menelar	f-C-5	Cone/brew	65gp	AF4. Lvl 7 antidote for Circulatory Poisons.
604	Mook	t-M-3	Berry/ingest	30gp	AF5. Lvl 3 antidote for Respiratory Poisons.
605	Quilmufur	m-C-7	Root/brew	49gp	AF1. Lvl 8 antidote for Conversion Poisons.
606	Shen	t-F-6	Leaf/ingest	27gp	AF3. Lvl 4 antidote for Nerve Poisons.
607	Ul-Naza	s-W-8	Leaf/ingest	430gp	AF9. Lvl 50 antidote for any poison. Must be taken within 1 day of poisoning.
Bone Repair					
608	Arfandas	c-F-6	Stem/apply	2sp	AF1. Doubles rate of healing for fractures.
609	Baalak	h-O-8	Reed/brew	160gp	AF12. Shatter repairs.
610	Bursthelas	t-S-8	Stalk/brew	110gp	AF22. Shatter repairs.
611	Edram	c-F-8	Moss/ingest	31gp	AF10. Mends bone.
612	Gursamel	t-S-7	Stalk/apply	30gp	AF5. Mends bone.
Burn & Exposure Relief					
613	Alambas	s-O-4	Grass/apply	66sp	AF4. Heals 4 sq' of burns (any).
614	Aloe	t-H-4	Leaf/apply	5bp	AF0. Doubles healing rate for burns and minor cuts. Heals 5 hits if they result from burns.
615	Culkas	a-Z-4	Leaf/apply	35gp	AF0. Heals 10sq' of burns (any).
616	Jojojopo	f-M-4	Leaf/apply	9sp	AF0. Cures frostbite. Heals 2-20 hits resulting from cold.
617	Kelventari	t-T-3	Berry/rub	19gp	AF0. Heals 1st and 2d degree burns, 1-10 hits resulting from heat.
618	Veldurak	h-O-5	Kelp/apply	8sp	AF2. Cures frostbite. Heals 1-50 hits resulting from cold.
Circulatory Repair					
619	Anserke	h-O-6	Root/apply	75gp	AF7. Stops bleeding by clotting and sealing wound. Takes 3 rds to take effect. Patient cannot move (appreciably) without wound reopening.
620	Fek	h-O-6	Nut/brew	50gp	AF5. Stops any bleeding. Takes 1-10 rds to take effect. Patient cannot move (appreciably) without wound reopening.
621	Harfy	s-S-6	Resin/apply	175gp	AF9. Immediately stops any form of bleeding.
622	Hugburtun	s-Z-6	Fruit/apply	180gp	AF6. Immediately stops any form of bleeding.
Concussion Relief					
623	Akbutege	s-O-2	Leaf/ingest	3sp	AF1. Heals 1-10.
624	Arlan	t-T-2	Leaf/apply	13sp	AF1. Heals 4-9. Wild heals 1-6.
625	Cusamar	c-H-7	Flower/ingest	30gp	AF3. Heals 15-60 (10 + 5x D10).
626	Darsurion	c-M-3	Leaf/apply	35bp	AF1. Heals 1-6.
627	Draaf	a-O-2	Leaf/ingest	7sp	AF1. Heals 1-10 for each of 2 consecutive rds.
628	Dugmuthur	t-M-3	Berry/ingest	9gp	AF2. Heals 10. Instant effect.
629	Gariig	a-Z-3	Cactus/ingest	55gp	AF3. Heals 30. A.k.a. Grarig.
630	Gefnul	e-V-5	Lichen/ingest	90gp	AF10. Heals 100.
631	Mireнна	c-M-3	Berry/ingest	10gp	AF1. Heals 10. Instant effect.
632	Reglen	t-M-3	Moss/brew	75gp	AF7. Heals 50.
633	Rewk	t-D-3	Nodule/brew	9sp	AF1. Heals 2-20.
634	Thurl	t-D-1	Clove/brew	2sp	AF1. Heals 1-4. Brew keeps 1-2 weeks.
635	Winclamit	c-C-7	Fruit/ingest	100gp	AF12. Heals 3-300.
636	Yavethalion	m-O-5	Fruit/ingest	45gp	AF4. Heals 5-50.

ID#	Name	Codes	Form/Prep	Cost	Effect
General Purpose Herbs					
637	Arkasu	m-T-4	Sap/apply	12gp	AF2. Heals 2-12 hits. Doubles rate of healing for major wounds.
638	Arlan	c-M-2	Root/ingest	1bp	AF3. Decongestant. + 20 to resistance vs. common cold. Speeds recovery from respiratory illness by 5x.
639	Athelas	t-C-5	Leaf/brew	300gp	AF20. Capable of curing anything while patient still alive, but healing only as effective as the healer. Full effect only in hands of an "ordained" king. Will not keep or give life.
640	Attanar	t-F-4	Moss/apply	8gp	AF1. Cures fever.
641	Delrean	c-C-2	Bark/apply	3sp	AF1. Repels any insect. Smells foul (noticeably so; range 50').
642	Felmather	m-O-5	Leaf/ingest	105gp	AF15. Mental summons of one "friend" (beasts or folk). Range 300'x user's level. Coma relief.
643	Latha	t-F-4	Stem/brew	9sp	AF4. +10 to disease resistance, cures common cold. Heals 1-2 hits.
644	Trudurs	c-F-4	Moss/brew	12sp	AF8. +10 to disease resistance for 1-10 days.
645	Ukur	f-H-4	Nut/ingest	34sp	AF1. One day's nutrition.
Life Preservation					
646	Carcatu	h-O-7	Grass/apply	89gp	AF25. Lifekeeping (1 day).
647	Degiik	h-O-5	Leaf/ingest	100gp	AF10. Lifekeeping (1 day).
648	Laurelin	m-O-9	Leaf/ingest	999gp	AF21. Lifegiving for Elves, if given within 28 days of death.
649	Nur-oiolosse	f-F-8	Clove/ingest	200gp	AF13. Lifegiving (1 day). Kills one day later unless Sorul nut (c-F-2; 1sp) is ingested.
650	Oiolosse	f-F-8	Clove/ingest	600gp	AF22. (Ololosse). Lifegiving for elves, if given within 7 days of death.
651	Olvar	f-O-6	Flower/ingest	200gp	AF20. Lifekeeping (2-20 days).
652	Pathur	a-H-4	Nodule/brew	35gp	AF7. Lifekeeping (1 hour).
653	Tyr-fira	f-A-9	Leaf/apply	1200gp	AF33. Lifegiving, if given within 56 days.
654	Vulcurax	h-J-9	Berry/apply	1000gp	AF0. Lifegiving, if given within 30 days.
Muscle, Cartilage, & Tendon Repair					
655	Arnuminas	m-S-2	Leaf/apply	6bp	AF8. Doubles rate of healing for sprains, torn ligaments and cartilage damage.
656	Arpsusar	t-F-5	Stalk/brew	30gp	AF15. Mends muscle damage.
657	Curfalaka	h-J-7	Fruit/inject	40gp	AF6. Mends muscle damage.
658	Dagmather	s-S-5	Spine/brew	28gp	AF12. Heals cartilage damage.
659	Ebur	m-O-4	Flower/ingest	22gp	AF18. Repairs sprains.
660	Hegheg	h-S-8	Root/paste	25gp	AF5. Heals cartilage damage.
661	Tarfeg	h-O-7	Flower/ingest	23gp	AF3. Repairs sprains.
Nerve Repair					
662	Belramba	s-C-6	Lichen/brew	60gp	AF20. Nerve repairs.
663	Terbas	m-D-3	Leaf/apply	2gp	AF4. Doubles healing rate for nerve damage.
664	Wifurwif	t-M-7	Lichen/ingest	55gp	AF15. Nerve repairs.
665	Yuth	h-J-8	Flower/ingest	29gp	AF8. Antidote for nerve venom.

ID#	Name	Codes	Form/Prep	Cost	Effect
Organ Repair & Preservation					
666	Baldakur	c-M-8	Root/brew	102gp	AF7. Restores sight.
667	Berterin	m-D-3	Moss/brew	19gp	AF20. Preservation of organic material (up to body size) for 1 day.
668	Febfendu	c-F-4	Root/brew	90gp	AF24. Restores hearing.
669	Kakduram	h-J-7	Fruit/ingest	90gp	AF6. Restores hearing.
670	Pasamar	h-S-8	Grass/brew	75gp	AF40. Preserves organic material.
671	Siran	s-S-6	Clove/ingest	80gp	AF31. Restoration of 1 organ or area. Side effect: skin disease (Pr 10% normal) and 6 hits per rd when skin exposed to full sun.
672	Siriena	s-S-5	Grass/brew	70gp	AF27. Preservation of any organic material (up to body size). Lasts 1 week.
673	Tarnas	h-J-6	Nodule/brew	220gp	AF60. Nausea for 1-10 hrs (-50). Repairs organ damage.
674	Wek-wek	h-J-8	Nodule/brew	220gp	AF50. Repairs organ damage.
Physical Alteration & Enhancement					
675	Agaath	e-G-2	Berry/ingest	5gp	AF3. Breathe with low oxygen (25% +) 12 hrs. Once per 2 days.
676	Ankii	s-B-7	Berry/ingest	100gp	AF9. Restores as good sleep. Use in given week results in: once = loss 1 pt Co; twice = loss 5 pts; thrice = 25 pt loss (temp).
677	Atigax	f-H-4	Root/brew	40gp	AF12. Protects eyes in intense light or glare. Allows sight despite sudden or blinding light. Lasts 9 hrs.
678	Breldiar	m-V-4	Flower/ingest	25gp	AF7. Subtracts 30 from maneuver and melee. Adds 50 to spells and missile attacks. Euphoria. Lasts 1 hr.
679	Blue Eyes	m-S-7	Flower/brew	15gp	AF25. Enhanced vision (x3 range) plus mild infravision (min. 50') for 3 hrs. 1x/day.
680	Elben's Basket	t-S-7	Root/brew	10gp	AF15. Heart stimulant. Doubles speed for 1 rd once per hour.
681	Gylvir	m-O-6	Algae/ingest	45gp	AF20. Allows one to breathe under water (only) for 4 hrs.
682	Grapeleaf	m-D-6	Nectar/ingest	7gp	AF18. Intoxication and dreams (actions at -50) for 2 hours, and 1 days nutrition.
683	Joef	t-B-3	Powder/ingest	35gp	AF23. Allows mental summons of one known sentient friend (100'x level of user).
684	Kathkusa	f-W-3	Leaf/ingest	50gp	AF35. 2x strength (1-10 rds). 2x hits given foes; +10 OB.
685	Kilmakur	h-S-7	Root/brew	65gp	AF33. Protects versus flame and heat for 1-10 hrs.
686	Klagul	s-S-3	Bud/brew	27gp	AF7. Infravision (6 hrs). One sees as an Elf.
687	Marku	s-H-6	Nut/ingest	30gp	AF5. Infravision (6 hrs).
688	Megillos	c-M-3	Leaf/ingest	12sp	AF19. Increases visual perception (2x range). for 10 minutes.
689	Rud-tekma	h-J-6	Fruit/ingest	25gp	AF10. Bonus of +20 when casting spells or for over-cast attempts. Lasts 1 hr. Maneuver and melee bonus -20. 10% chance any spell will be cast on nearest unintended target.
690	Splayfoot	m-F-4	Seeds/brew	23gp	AF16. For "good in heart" instills confidence and singleness of purpose (+25) for 1 to 4 hrs.
691	Yaran	t-S-2	Pollen/ingest	9sp	AF7. Acute smell and taste (+50) for 1 hr.
692	Zulsendura	a-U-4	Mshrm/ingest	70gp	AF22. Haste (3 rds).
693	Zur	c-U-4	Fungus/brew	12gp	AF8. Enhances smell and hearing (3x range; +50 man.). Lasts 1 hr.
Stat Modifiers					
694	Lestagii	a-Z-9	Cryst/ingest	520gp	AF45. Restores any stat losses other than those due to age. Affects only one stat.
695	Merrig	s-S-8	Thorn/brew	90gp	(AF50.) Daily use increases Pr by 5. Interruption of use will not reverse addictive resistance, but means loss of benefit. Withdrawal means loss of 10 from. Co, 15 from Re and Me.
Stun Relief					
696	Januk-ty	s-S-6	Root/brew	110sp	AF2. Stun relief (3 rds).
697	Suranie	t-F-3	Berry/ingest	2gp	AF3. Stun relief (1 rd).
698	Vinuk	s-S-4	Root/brew	12sp	AF4. Stun relief (1-10 rds).
699	Welwal	h-J-7	Leaf/ingest	12gp	AF3. Stun relief (3 rds).
700	Witav	h-J-6	Leaf/ingest	12gp	AF5. Stun relief 2 rds.

ENCHANTED BREADS (701-799)

ID#	Name	Codes	Form/Prep	Cost	Effect
701	Alshana	t-T-2	Bread/ingest	35gp	AF5. Dose/4 oz slice. Infravision (min. 300') for 1 hr. 10- slice loaf 290gp. Tastes of raisins and carrots; keeps 1-2 months.
712	Cram	c-U-2	Bread/ingest	14sp	AF1. Dose/4 oz slice. Dwarven Waybread. Five day's nutrition/slice. 10-slice loaf 13gp. Tastes of mushrooms and pepper; keeps 7 weeks.
713	Hesguratu	c-M-3	Bread/ingest	45gp	AF10. Dose/4 oz slice. 2x strength (6 rds); + 10 OB and 2x hits given foes. 10-slice loaf 350gp. Tastes of wheat and onions; keeps 1 month.
714	Kykykyl	m-D-2	Bread/ingest	50gp	AF6. Dose/4 oz slice. Allows one to see with complete clarity (as on a cloudless day) for 1 hr, regardless of weather, lighting, or eye injuries (unless eye destroyed) 10-slice loaf 440gp. Tastes of garlic, carrots, and ginger; keeps 2-20 weeks.
715	Tatharsul	t-O-3	Bread/ingest	75gp	AF15. Dose/4 oz slice. Restores nervous system to normal (in 1-10 rds). 10-slice loaf 690gp. Tastes of pumpkin and lemon; keeps 1-2 months.
716	Ulginor	c-O-1	Bread/ingest	4sp	AF0. Dose/4 oz slice. A slice provides a day's nutrition. 10-slice loaf 35sp. Tastes of cheese and spinach; keeps 1-2 months.

INTOXICANTS (MIND ALTERANTS) (801-899)

ID#	Name	Codes	Form/Prep	Cost	Effect
801	Arunya	m-S-3	Root/brew	2bp	AF50. Causes sleep and quick unconsciousness. One hour's sleep equals 4.
802	Brorkwilb	m-V-3	Flower/ingest	9gp	AF45. Euphoric. Allows for shared dreams with family member who lies within range (100 miles x level of user).
803	Galenas	m-H-4	Leaf/ingest	5sp	AF10. Leaf produces smoke which affects 20' rad. Relaxes (-75) 1-10 rds.
804	Gort	h-J-5	Leaf/ingest	10gp	AF20. Euphoric hallucinogen. + 10 to user's Pr for 2 hrs, but afterwards causes user to be at -50 for 1-10 hrs.
805	Hoak-foer	s-S-2	Flower/ingest	67gp	AF30. Hallucinogen. Cures mind loss and mental diseases, but prevents movement (altogether) for 1-10 weeks.
806	Hugar	h-O-4	Root/ingest	1sp	AF33. Causes sleep and quick unconsciousness. One hour's sleep equals 6.
807	Nelisse	s-V-5	Leaf/brew	9sp	AF15. Euphoria (-50) for 1 hr. Yields 1 day's nutrition.
808	Swigmakril	a-Z-6	Flower/brew	50gp	AF25. Relaxant. User takes 2x usual hits before passing out (but dies due to hits at usual #), although he operates at -30. Lasts 1-2 hrs.
809	Swuth	h-O-5	Leaf/ingest	4sp	AF3. Invisible smoke relaxes (-75) 1-10 rds.
810	Tukamur	s-S-4	Grass/brew	38sp	AF100. Euphoric. Allows for shared dreams with friend similarly affected lies within range (50 miles x level of user).

POISONS (901-999)					
ID#	Name	Codes	Form/Prep	Cost	Effect
Circulatory Poisons					
901	Carnegurth	a-Z-4	Flower/liquid	53gp	(Lvl 1). Reddish juice causes massive blood clotting and death in 1-100 hrs.
902	Jeggarukh	m-U-5	Bats/powder	71gp	(Lvl 6). Black powder gives 10-100 hits.
903	Karfar	h-J-4	Leaf/paste	142gp	(Lvl 7). Reddish paste causes heart to shut down. Massive shock and death in 2-12 rds.
904	Klytun	s-B-4	Root/paste	53gp	(Lvl 5). Golden paste causes 1-10 day coma.
905	Sharkasar	m-C-6	Root/paste	28gp	(Lvl 10). Brown paste gives 1-10 hits.
906	Sharduvaak	a-Z-7	Berry/liquid	36gp	(Lvl 3). Brown liquid slows blood flow. Victim sluggish and, at -50 for all activity, and needs 2x usual sleep.
Conversion Poisons					
907	Bragolith	c-C-8	Juice/liquid	120gp	(Lvl 5). Bluish juice causes victim to spontaneously combust. Phosphorescent green firefly juice.
908	Brithagurth	f-F-8	Fish/liquid	25gp	(Lvl 2). Black venom causes hardening of tendons in 1-4 appendages (making them useless).
909	Henuial	c-C-8	Bee/liquid	80gp	(Lvl 6). Yellow venom converts optic juices of 1-2 eyes to honey.
910	Ondokamba	c-U-3	Bat/liquid	29gp	(Lvl 2). Green venom turns (1-4) hands and/or feet to stone (making each affected area -75).
911	Muilfana	t-C-4	Sap/liquid	52gp	(Lvl 2). Orange tree sap. When contacted with mucous membranes turns to acid (blinds, or destroys windpipe and/or esophagus).
912	Taynaga	c-C-5	Bark/powder	27gp	(Lvl 8). Brownish powder sterilizes and gives 5-50 hits.
Muscle Poisons					
913	Dynallca	h-F-3	Leaf/paste	14gp	(Lvl 3). Tan paste destroys hearing and gives 1-10 hits.
914	Kaktu	s-S-7	Flower/liquid	29gp	(Lvl 1). Affects 1-4 appendages. Dexterity loss in each affected area reduces associated maneuver rolls by 1-100 (avg. if two are used).
915	Trusa	h-J-8	Frog/paste	31gp	(Lvl 4). Acts in 1-10 rds. Victim failing RR by 21+ is killed. Victim failing by 11-20 falls into coma, and is blind; failure by 1-10 results in blindness in 1-2 eyes.
Nerve Poisons					
916	Acaana	f-M-7	Flower/paste	600gp	(Lvl 10). Black paste destroys nervous system. Kills instantly.
917	Asgurash	c-T-7	Snake/paste	31gp	(Lvl 3). Brownish red snake venom. Upper body paralysis.
918	Cathaana	m-D-6	Nut/powder	36gp	(Lvl 1). White powder instantly causes mild euphoria (victim at -50 for 1-10 rds). Brain is destroyed after 1-10 minutes.
919	Juth	a-Z-5	Scorpion/liq	41gp	(Lvl 2). Causes gradual insanity (1-100 weeks).
920	Ruth-i-laur	s-U-7	Drakes/liquid	56gp	(Lvl 4). Brownish Cave-drake saliva causes rapid (1-20 rds) erosion of nervous system. Victim left at -50 to -100 activity.
921	Slird	h-J-8	Fruit/paste	13gp	(Lvl 2). Acts in 1-2 rds. Victim loses feeling in 1-6 extremities (head, genitals, hands, feet) for 1-100 days.
922	Ul-acaana	e-M-8	Flower/paste	1200gp	(Lvl 20). Nervous system destroyed. Paralyzes instantly; kills in 1-10 minutes.
923	Wek-baas	h-O-9	Fish/liquid	70gp	(Lvl 5). Acts in 1-100 rds. RR failure of 31+ results in total paralysis; failure by 16-30 results in degeneration of balance and hearing in 1-10 days; RR failure of 1-15 results in sleep.
Reduction Poisons					
923	Lhugruth	e-U-6	Dragon/liquid	300gp	(Lvl 10). Grey/black blood rapidly (1-10 rds) dissolves inflicted area. Affects metals and organic material. Does not affect glass/sand/pottery.
924	Ondohithui	e-A-5	Lichen/paste	60gp	(Lvl 3). Blue/grey paste causes fatal dehydration in 1-10 minutes.
925	Nimnaur	t-D-5	Spider/liquid	23gp	(Lvl 3). Milky white juices slowly (1-10 minutes) liquifies affected organ (1 organ/dose).
926	Silmaana	m-T-2	Stalk/powder	4gp	(Lvl 9). Silver powder scars skin; gives 2-20 hits.
927	Slota	t-D-7	Spider/paste	36gp	(Lvl 5). Slow (1 day) paralysis and death (1-10 days).
928	Zaganzar	t-M-6	Root/liquid	139gp	(Lvl 5). Bluish extract blinds by reducing optic nerve to water; gives 1-10 hits.
Respiratory Poisons					
929	Galenaana	c-A-6	Leaf/powder	179gp	(Lvl 9). Green powder kills Elves; leaves others in a coma for 1-100 weeks.
930	Hith-i-Girith	f-M-5	Leaf/liquid	12gp	(Lvl 4). Mist/vapor from live (active) tree acts as depressant causing immediate and continuing sleep.
931	Jegga	m-U-5	Bats/paste	92gp	(Lvl 7). Brown paste gives 1-100 hits.
932	Jitsu	m-O-4	Clams/liquid	34gp	(Lvl 5). Yellow venom gives 5-50 hits.
933	Jitsutyr	c-F-6	Clams/paste	145gp	(Lvl 2). Tan paste destroys lungs and kills in 1-100 rounds.
934	Kly	s-H-5	Berry/paste	154gp	(Lvl 3). Brown juice gives 3-300 hits.
935	Uraana	t-S-3	Leaf/paste	12gp	(Lvl 6). Creamy paste gives 3-30 hits.
936	Vuraana	h-T-4	Flower/paste	42gp	(Lvl 2). Pinkish paste delivers 1-100 hits.

ENCHANTED HERBS, BREADS AND POISONS PRICE TABLE (601-999)

Codes:	The Codes give a small letter for the climate of areas where the herb (or poison) is normally found, a capital letter for the type of locale or terrain commonly associated with the herb, and a number corresponding to a difficulty modifier which is applied to any search rolls.
Climate Codes:	a = arid; c = cold; e = everlasting cold; f = frigid (everlasting cold); h = hot and humid; m = mild temperate; s = semi-arid; t = cool temperate.
Locale Codes:	A = Alpine; B = Breaks/wadis; C = Coniferous forest; D = Deciduous/mixed forest; F = Freshwater coasts & banks; G = Glacier/snowfield; H = Heath/scrub/moor; J = Jungle/rain forest; O = Ocean/saltwater shores; M = Mountain; S = Short grass; T = Tall grass; U = Underground; V = Volcanic; W = Waste; Z = Desert.
Difficulty of Finding:	1 = Routine (+30); 2 = Easy (+20); 3 = Light (+10); 4 = Medium (40); 5 = Hard (-10); 6 = Very Hard (-20); 7 = Extremely Hard (-30); 8 = Sheer Folly (-50); 9 = Absurd (-70).
Form and Preparation:	Brew – Effective when drunk 20 rnds after water is boiled; Ingest – Immediately usable and may be eaten, chewed, drunk, or inhaled, whichever is appropriate; Apply – Requires 1-10 rnds to prepare; herb is then applied directly onto injured area; Paste – Raw matter is made into a paste which may put in food or drink or be applied to tools or weapons and stays effective up to 1 week, or until an object or person is struck; if a poison paste is used and a critical is obtained, the foe must make a RR or he receives the effect; if the attack result is merely hits (no crit), the poison is gone. Liquid – As paste, except it remains effective for 1 hour. Powder – May not be applied to weapons; only effective in food or drink.
Addiction Factor (AF):	GMs may wish to make certain herbs addictive. The # code preceding the effect is the suggested addiction factor. Each time an herb is employed after its initial Use in any given week the GM should roll to see if the user becomes addicted. GMs can double the addiction factor # with each subsequent use (after the 2nd) in the given week. If the roll is under the adjusted addiction factor #, addiction results. Subsequent effects: (a) loss of effectiveness of herb; (b) loss of effectiveness of user (e.g. -50) when they are not using herb; (c) loss of user's ability to resist using herb when under stress; or (d) unpleasant, possibly violent, withdrawal symptoms without usage.
Effect:	Unless otherwise stated, a maximum of one dose can take effect in a given round. The effect is based on a dose weighing 1/2 ounce. For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist.

FINDING AN HERB/POISON IN THE WILD:

A)	This formula allows the GM to determine the number of doses a group could find after a 10 hour search in previously unexplored territory (not exploited in last 6 months) which is a suitable locale for the herb sought).
B)	A united group gets one roll for an organized search. Roll randomly to see how many doses a given individual finds.
C)	A group which separates into smaller units which make separate rolls. The individuals or parties must cover entirely separate areas, usually out of earshot. And not contact each other during the period in question.
D)	Formula: # doses found = 1 + (1-20 - difficulty #).
E)	Modifiers:
	Searching in area searched in last 6 months – -50
	Each Animist in group – +30
	Each Ranger in group – +20
	Each additional searcher – +2
	Each day spent unsuccessfully searching – +5

9.0 EXPERIENCE AND ADVANCING LEVELS



Each character in a fantasy roleplaying game has a “level” that provides an indication of his capabilities. Characters become more powerful and skilled by advancing levels as they gain experience. Experience is represented in play by experience points, which the GM awards to characters for certain experiences, activities, and achievements. Normally, a character starts play as a 1st level character and his level increases as he acquires experience points from his adventures. A character’s level does not necessarily increase each time he gains experience points; it increases when his experience point total reaches certain points.

The level for each character is determined by how many experience points he has accumulated. A character starts at 1st level with 10,000 experience points. Table 02-01 summarizes which experience point totals correspond to which levels.

Levels have no effects whatsoever on skills, maneuvers or any areas except as specifically stated below. Characters of 20th level and above, however, are generally classified as “Lords” and are usually identifiable amongst a collection of lesser beings by their bearing and deference shown them by others knowledgeable of their status.

Example: *Dral, after a series of adventures, has a total of 75,614 experience points,*

which is more than the 70,000 minimum for 6th level and less than the 90,000 required to be 7th level. Dral is 6th level.

09-01 EXPERIENCE POINTS VS. LEVEL TABLE

To begin with, all folk have experience from bygone days. Thus, the “first level” adventurer begins his wanderings and antics having a base of 10,000 experience points. The following chart illustrates the progression from this stage on.

Level	Points Required
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000*
7	90,000
8	110,000
9	130,000
10	150,000
11	180,000*
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000*
17	380,000
18	420,000
19	460,000
20 (Lord)	500,000
21	550,000*

All of the levels after one attains “lord” status (i.e., after 20th level) cost an additional 50,000 experience points.

* All of the asterixed points denote an increase in the required points necessary for progression.

9.1 EXPERIENCE GUIDELINES

The rewards derived from fantasy role-playing are many, and among these, experience point accumulation is probably the most graphic. It is a significant factor under most FRP systems. Unfortunately, the goal of the adventurer often proves to be the bane of the GM, especially in cases where the computation of the points is time-consuming.

Simplistic experience point guidelines have certain advantages, notably quick assessment and a generally diminished opportunity for the GM to inject bias. This seems to be the rationale behind "gold piece" based systems. Unfortunately, these rules do a disservice to the noble and gutsy player who actually 'experiences' more of the battle or campaign, for quite often the spoils fall into the hands of the cautious, or the gold is divided evenly.

These guidelines are aimed at providing a workable, balanced approach which rewards those who have actually derived the most experience from an adventure without creating situations where the GM must make too many or overly subjective decisions.

The suggested experience point awards are guidelines and the GM should feel free to modify them whenever common sense indicates that they are out of line. The GM may total and reward experience points at any convenient time, though this usually occurs at the beginning or end of a session of play. (Some additional optional guidelines are provided in Option 20.

BASIC EXPERIENCE POINT VALUES

The basic point values for certain experiences are given in Table 09-09. They are the "normal" rewards, and are subject to modification as a result of circumstance. The experience multipliers reflect the "uniqueness" and learning value of a given event or action and may act to significantly increase or decrease the norm. They should be applied to all standard experience values (where applicable) unless otherwise specified by an "*".

To calculate a player's experience points simply find the number of points he or she receives from each experience point category and then:

- 1) Apply the relevant bonuses
- 2) Use the multipliers to get an adjusted figure in those categories where the experience was unique or routine
- 3) Add the adjusted totals to get the experience sum awarded.

The GM may wish to install his own categories or bonuses if needed (e.g. "quest points" or "miscellaneous points").

A routine experience is one where the acting character has employed an idea, maneuver, method, etc. of a type that has become "common" to him or her. This includes situations where the character has frequently traveled a certain route, kills a specific creature on a frequent basis, always uses a spell in a given fix, or has a given religious experience periodically.

Example: *Darien the Illusionist always flees and hides below cliffs when pursued. He then uses an illusion to make the cliff look like a gentle slope, fooling his pursuers and possibly leading them to*



make a long fall. After the fourth or fifth use of this ploy, the GM may wish to give Darien half the usual experience points for it has become "routine."

EXPERIENCE POINT MULTIPLIERS

All of the experience point guidelines given in Table 02-02 may be multiplied by 5 if the activity has never been performed by the character, by 2 if the activity has only been performed once before, and by 1/2 if it has become routine.

NEGATIVE EXPERIENCE POINTS

Negative points can be awarded if the GM feels that the actions of a character demonstrate a regression in the learning process. (ICE feels these cases should be rare, if they exist at all.)

In the rare case when negative points awarded bring a character's experience point total below the minimum for his level, he loses all benefits earned for that level (Resistance Rolls and level bonuses), although not acquired skills. Skills and stat gains are not acquired again until the character next reaches a level he had not previously attained.

Example: *Dral is wandering through a corridor of a deserted castle and finds a trap (for which the GM awards him 100 EP), skillfully circles it and proceeds (perhaps more EP, depending on difficulty). Some hours later he returns and, having forgotten the trap, walks right into it. The GM determines this is something an adventurer of Dral's level shouldn't do (i.e. stumble into a known trap), and awards him 100 negative experience points.*



MISCELLANEOUS EXPERIENCE POINTS

Most of the experience point guidelines concern action in a tactical situation (i.e. a situation involving detailed and precise activity usually under time constraints, such as fighting, maneuvering, and exploring). It is more difficult to award experience points for activities and accomplishments in a strategic environment (i.e. less structured than the tactical environment). Travel points reflect the experience gained by traveling through new and stimulating regions. The GM

should award miscellaneous experience points for the other strategic activities not involving travel (e.g. figuring out a riddle or clue, planning a successful trip or adventure, riding out a dangerous storm on a ship, etc.).

The GM may also award these points for events that have special significance to a given character (e.g. having a religious experience, visiting a special place, accomplishing a special mission or goal, casting non-combat spells, etc.). They are also awarded for any actions or accomplishments that the GM deems worthy of reward.

OPTION 20: ADDITIONAL EXPERIENCE POINT SUGGESTIONS

Section 9.1 and Table 09-02 provide a set of guidelines for awarding experience points (EP). However, this optional rule and the tables that go with it (Tables 09-03 to 09-06) expand, modify, and clarify some of the guidelines presented in Table 09-02.

Critical Points: These points are awarded for any criticals inflicted on a foe regardless of their effect. The experience points awarded are based upon the level of the foe and are modified depending upon the state of the foe and the combat. Table 09-03 summarizes these points.

09-02 EXPERIENCE GUIDELINE TABLE

BASIC EXPERIENCE MULTIPLIERS (relates to specific characters and situations):

1st Time x5	2nd Time x2	Subsequent Times x1	Routine x1/2
EXPERIENCE VALUES: Expert. Category (and Multipliers)		Value	Notes
1) Kill Points Kill Point Bonuses: Own Race Human Dwarf Elf Hobbits Demons Dragons Eagle Orc Troll		# hits + (20 x lvl) 150 100 100 100 100 (Pale/Type) ² x 50 2000 200 75 200	<i>EXAMPLE: A 10th level bear that takes 75 hits is worth 275 kill points: 75 + (20 x 10). A human of 10th level that took 75 hits would be worth 375 due to + 100 point bonus</i> Add bonus to standard "kill point" value before you apply multipliers Slay one of your own kind. Non-cumulative. Not of your own kind. Add 5000 for Demon of Might/Beyond Pale Other creatures and foes may be given a bonus by the GM.
2) Hit Points 1/2x - if you are knocked out 2x - if foe is knocked out		1 experience point for every hit you receive or deliver.	<i>EXAMPLE: Fulla takes 10 hits from the killer beaver but is finally able to slay the sucker. Balli gave the beaver 5 hits the round before. Fulla receives whatever kill points he gets for the specific beaver plus 10 hit points; Balli receives 5 hit points of experience.</i>
3) Critical Points 1/10x - foe unconscious 1/5x - foe stunned 2x - in single combat with foe		A Critical = 5 x lvl B Critical = 10 x lvl C Critical = 15 x lvl D Critical = 20 x lvl E Critical = 25 x lvl Large creature = 20 x lvl Super-Large Creature = 40 x lvl	These points are given for any criticals inflicted on a foe, regardless of effect.
4) Idea Points		% of sum equal to 1/2 group's total points (other than ideas) where plan was the reason for the success.	Calculate the total number of points the members of the group got as a result of an event or action. Divide figure in half, rounding up. The new figure = group idea points and should be awarded to the one or more folk who conceived of the successful plan. Where there was no plan (i.e. they succeeded through sheer luck or brute force), use other categories of awards. Example: The group picks up a total of 4000 points in an adventure due to the successful plan conceived by two members. Each planner receives 1000 points (their share of 1/2 the group total - assuming they contributed equally).
5) Maneuver Points 1/2x - routine through medium maneuvers 1x - hard maneuvers and very hard 2x - sheer folly and absurd		Bonus is given for unique or inspired maneuvering; or bonus equal to number of experience points as a result of a unique and inspired maneuver, even where the maneuver led to points for someone other than the player actually making the maneuver.	Calculate the total number of points that resulted from someone's successful, planned maneuver of a truly inspired nature (e.g. Faltar's amazing pole vault across the wall using a small flagpole resulted in Bruz being able to kill the orc guard and collect 215 kill points...Faltar receives 215 maneuver points). If Faltar had killed the orc guard through the use of this maneuver, he would obtain 430 points (215 kill points and 215 maneuver points).
6) Death Points 1/2x - "near death" 2x - killed and resurrected		Your own kill point value.	Calculate the value of the player using basic kill points (but not the category "your own race"). If the player was given a normally mortal wound but survives, he gets? that kill point value. If the wound was mortal and he/she did die, but is somehow resurrected or given life award an amount equal to double the kill point value. <i>EXAMPLE: Faltar is 10th level and can take 60 hits before he drops. He is worth 360 kill points should someone slay him (100 bonus points because he is human + 60 points + (20 x 10) = 360 points). If Faltar is killed and then resurrected by Bruz the cleric, Faltar would get twice 360, or 720 death points in experience. Bruz would get no death points, but might get a number of experience points equal to the number of power points he expended giving life to Faltar. Had Faltar not died, say due to a fabulous healing herb which stopped the blood flow in his severed artery, he would get but 180 death points in experience (= x 360).</i>
7) Travel Points 2x - Rugged/Moderately dangerous terrain 3x - Extremely Dangerous Terrain/Territory		1 experience point for every mile a player travels while conscious and able to interact with the territory. or, for air or sea travel, 1 experience point for every 10 miles of travel.	Calculate a player's mileage and take great care to apply multipliers (especially in this area). Do not concern yourself with mileage such as walking around one's home or room, going across the street etc. This value should be a simple approximation based upon "travel." It is meant to reflect the immense experience one derives from interacting with the world. Do not award points for unconscious or instantaneous travel such as teleportation (i.e. Balli gets no points for traveling the 10,000 miles to Pug while knocked out and in a bag). For particularly fast travel, such as by giant eagle or fell beast, or for any sea or air travel, award 1 experience point for every 10 miles traveled.
8) Spell Points (optional)		1 experience point for every power point used by player.	Bruz casts a 5th level spell using 5 power points. He gets 5 experience points in addition to whatever points he gets for hitting, killing, maneuvering, etc. The spells cast must have some purpose; a spell-caster gets no points for just using all of his power points at the end of a day).

9) Religious points (optional)	A bonus equal to the magnitude of an experience where the player interacts with a deity or achieves a goal of spiritual significance.	This bonus will vary with world setting and will necessarily be subjective. Take great care. ICE suggests that it not exceed the death points one gets for dying and being resurrected unless the experience is rather mind boggling (e.g. you are given an audience with your god). You may wish to view this category as optional in whole or part.
10) Essence points (optional) (No Basic Exp. Multiplier)	1 point for every gold piece worth of jewels which the player has destroyed. Player must own and possess the jewel(s) and be present when they are destroyed.	Calculate the worth of the jewel(s) that the player owns, possesses, and wants destroyed. The player must be present when they are destroyed. Obviously, the destruction of jewels is not commonplace and requires specific facilities such as an enchanted hearth and fire. The details of the process will vary with the game setting. The justification for this concept lies with an assumption of a jewel's peculiar spiritual nature - its oneness with the essence that underlies a world (its magical potential or qualities). Their destruction lends the owner strength (characterized by experience) or access to new power (as shown in the item creation rules found in ICE's SPELL LAW. This explains why the mere destruction of gold or other precious metals/items will not serve the same purpose.



Kill Points: These experience points awarded for killing an active opponent or rendering him unconscious. This must occur in a combat situation (i.e. a true conflict, not a practice or staged fight). An active opponent is one that is not dead or unconscious. These points all go to the combatant who delivers the blow that knocks out or kills the opponent. Experience points awarded for "killing" a character are given in Table 09-04. These experience points are reduced by the number of experience points given for criticals already inflicted on the opponent (see above). In some cases the GM should add extra points for creatures with special abilities and powers.

Spell Points: These points are awarded for casting spells during a combat situation (both intrinsic spells and spells from runes and items). Casting a spell that fails results in 0 points. The spell must have a purpose that aids the character or his group during the combat. The experience points awarded

are given by the following formula and summarized in the Table 09-05.

Maneuver Points: These experience points are given for unique or inspired maneuvers (static and moving) successfully accomplished during an adventure. For moving maneuvers, a "100" result or higher must be obtained. Based upon difficulty, the experience points awarded are given in Table 09-06.

9.2 ADVANCING A LEVEL

When his character advances (goes up) a level, a player must perform several actions:

- 1) "Stat gain rolls" must be made to determine if the temporary stats rise or fall (see below).
- 2) DP are gained based on the temp Development stats at their new levels.
- 3) Spend DP on skills.
- 4) Finally, any skill rank bonuses whose components have changed must be re-totaled.

09-03 CRITICAL POINTS (results in a number of experience points)

Opponent's Level	Critical Delivered				
	A	B	C	D	E
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th	+5	+10	+15	+20	+25
to self *	100	200	300	400	500

These totals are further multiplied by:

0x – if the foe is dead or dying (i.e., no points).

1/10x – if the foe is unconscious or incapacitated.

1/5x – if the foe is stunned.

2x – if the character is alone in melee combat with the foe(s).

* – These points are awarded to a character for criticals inflicted upon him by a foe; for these points, the "level of the foe" is always treated as 20.

Note: The critical points may not exceed the opponent's "kill points".

09-04 KILL POINTS (result is a number of experience points)

Opponent's Level	Level of the Character Delivering The "Killing" Blow									
	1	2	3	4	5	6	7	8	9	10
0	50	45	40	35	30	25	20	15	10	5
1	200	150	130	110	100	90	80	70	60	50
2	250	200	150	130	110	100	90	80	70	60
3	300	250	200	150	130	110	100	90	80	70
4	350	300	250	200	150	130	110	100	90	80
5	400	350	300	250	200	150	130	110	100	90
6	450	400	350	300	250	200	150	130	110	100
7	500	450	400	350	300	250	200	150	130	110
8	550	500	450	400	350	300	250	200	150	130
9	600	550	500	450	400	350	300	250	200	150
10	650	600	550	500	450	400	350	300	250	200

Note: If the opponents level is greater than 10, an extra 50 points is awarded for each level over 10.

09-05 SPELL POINTS (result is a number of experience points)

Spell Level	Level of the Character Casting the Spell									
	1	2	3	4	5	6	7	8	9	10
0	100	90	80	70	60	50	40	30	20	10
1	100	100	90	80	70	60	50	40	30	20
2	100	100	100	90	80	70	60	50	40	30
3	100	100	100	100	90	80	70	60	50	40
4	100	100	100	100	100	90	80	70	60	50
5	100	100	100	100	100	100	90	80	70	60
6	100	100	100	100	100	100	100	90	80	70
7	100	100	100	100	100	100	100	100	90	80
8	100	100	100	100	100	100	100	100	100	90
9	100	100	100	100	100	100	100	100	100	100
10		600	550	500	450	400	350	300	250	200

09-06 MANEUVER POINTS

(result is a number of experience points)

Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

STAT GAIN ROLLS

Upon reaching a new experience level, a character must make stat gain rolls to determine if his temporary stats rise or fall. During his adventures, it is assumed that a

character's faculties will be exercised heavily, possibly affecting their value.

For each stat (even those for which the temporary value and the potential value are equal), roll 1-100 (not open-ended). A roll of 01-04 results in a decrease in that stat of double the number rolled (i.e. a temporary regression of 2-8 due to overstress). A roll of 05 or higher on a stat that has not yet reached its potential may result in a stat gain. Consult Table 05-02, cross-indexing the roll with the difference between the temporary (real) and potential value of that stat; the result is the increase in the affected temporary stat.

Example: *Dral's Empathy is a 57, his potential is 71 (difference 14). He rolls a 47, which (on the "12-14" column of table 05-02) yields a +7. His Empathy is now 64. He proceeds to his Intuition and rolls again....*

OPTION 21: EXTRA STAT GAIN ROLLS

For every 5 development points expended during skill acquisition a character is entitled to make an additional Stat Gain Roll for one stat of his choice. This rule represents a more rapid development of a stat towards its potential, through the use of development points. If the required 5 development points are expended, another stat gain roll (in addition to the normal one) is made which is identical to the normal one in all ways. This stat gain roll is made after the DP are all spent for the level. (Thus any changes to DP do not take effect until next level). The GM may elect to decrease this development point cost if he wants the characters in his game to reach their potentials earlier and recover from injuries faster.

OPTION 22: STAT REDUCTION DUE TO OLD AGE

This rule is included to simulate old age, even though very few characters will (or should) ever be affected by it. The base age at which these effects start to take place will

depend upon the race of the character and the campaign setting being used by the GM.

Rolls on the Stat Gain Table 05-02 once a year after the base age is passed indicate how many points of each stat is lost. Each stat is rolled once. The headers on the columns are doubled for the purposes of this rule. The column used is the column closest in number to the age of the character minus the base age. For example, if a character's age is 70 and his base age is 50 then column 09-11 would be rolled on, since 10×2 is $20 = 70 - 50$. For certain races the column header might be tripled, quadrupled or more. This will be dependent upon the campaign setting being used.

If any stat of a character falls to 0 due to this process, the character falls into a coma that will last until his stat rises above 0. If the stat falls below 0 the character dies of old age. Stat gain rolls can still be made if the character advances a level.

SKILL DEVELOPMENT

Upon reaching a new experience level, a character gains DP based on the new temp levels of their Development Stats. These DP must now be spent on skills. DP may not be stored or banked to be spent later; they must be spent completely upon gaining a level.

9.3 LEVEL BONUSES

Level bonuses fall into two main categories: Offensive Bonuses to the fighting professions, and spell casting bonuses for the pure and hybrid magic-using professions. These bonuses reflect the training and experience that characters accumulate while adventuring.

COMBAT BONUSES

Certain professions derive combat bonuses from their level; in addition to specific skills with weapons characters in certain professions can accumulate extraordinary combat knowledge that is generally applicable. Knowing where to strike an opponent in a situation where two targets present themselves, kicking dust at your opponent in a swordfight, and generally getting the maximum out of your own skills and abilities are all examples of advantages that Fighters can acquire over spell users..

- Fighters and Rogues get +3 per level added to their OBs.
- Thieves and Warrior Monks get +2 per level added to their OBs.
- Bards, Monks, and Rangers get +1 per level added to their OBs.



- All other professions get no level combat bonus.

These level combat bonuses are applicable to all missile and melee Offensive Bonuses. The number of points that a character spends to develop weapons skills has no effect on this bonus for level. Note that each profession receives a bonus to reflect the amount of its concentrations on the use of Arms:

Fighters spend the most time developing and practicing at arms; Rogues, Thieves, and Warrior Monks spend less time; and Bards, Rangers, and Monks spend still less (but more than Pure and Hybrid spell users). The acquisition of skills may allow a character to function in another profession, but it will not override years of adolescent training and apprenticeship in molding a

character's study habits and attitudes.

Except for Fighters, who gain +1 per level after 20th, this combat bonus due to level does not increase beyond 20th level. Thus Rogues may have a maximum level combat bonus of +60; Thieves and Warrior Monks have a maximum bonus of +40; and Bards, Monks, and Rangers may obtain a maximum of +20.

LEVEL SPELL BONUSES

Pure and Hybrid spell users get benefits for their level. Pure and Hybrid spell users modify their spell casting die rolls by +1/level. The maximum modification for this level spell bonus is +20. Other modifications are allowed for factors such as range, terrain, target Agility, etc.

09-07 LEVEL BONUS TABLE: RM2 OPTION

Profession	Combat	Base Spells	Directed Spells	Outdoor Skills	Subterfuge Skills	Item Skills	Perception	Body Dev.
Fighter	+3	–	–	+1	–	–	–	+3
Thief	+2	–	–	+1	+3	–	+1	–
Rogue	+3	–	–	+1	+2	–	–	+1
Warrior Monk	+2	–	–	+2	–	–	+1	+2
Magician	–	+1	+3	–	–	+2	–	–
Illusionist	–	+1	+1	–	–	+2	+1	–
Alchemist	–	+1	+1	–	+1	+3	–	–
Cleric	+1	+1	+1	+1	–	+1	+1	–
Animist	–	+1	+1	+2	–	+1	+1	–
Healer	–	+1	+1	–	–	–	+1	+3
Mentalist	–	+2	+1	–	–	+1	+1	+1
Lay Healer	–	+1	+1	–	–	+1	+1	+2
Seer	–	+1	+1	–	–	+1	+3	–
Sorcerer	–	+2	+2	–	–	+2	–	–
Mystic	–	+2	+1	–	+1	+1	+1	–
Astrologer	–	+1	+1	–	–	+2	+2	–
Monk	+1	–	–	+1	+1	+1	+1	+1
Ranger	+1	–	–	+3	+1	–	+1	–
Bard	+1	+1	–	+1	+1	+1	+1	–

KEY

Combat: Applies to all melee and missile OB's, including Martial Arts.

Directed Spells: Applies to all 'directed spell' OB's.

Base Spells: Applies to all base (nondirected) spell rolls.

Outdoor Skills: Applies to all maneuver rolls involving the following outdoor skills: Climbing, Swimming, and Riding (appropriate secondary skills such as Tracking can also receive this bonus).

Subterfuge Skills: Applies to all maneuver rolls involving the following subterfuge skills: Disarming Traps, Picking Locks, and Stalking & Hiding (appropriate secondary skills such as Trickery can also receive this bonus).

Item Skills: Applies to all attempts to "Read Runes" or "Use Items" (i.e., utilizing the Runes skill or the Staves & Wands skill).

Perception: Applies to all rolls utilizing the Perception skill.

Body Dev.: Applies to the number of "hits" obtained by each Body Development skill rank.

Note: After 20th level all level bonuses increase differently. Combat level bonuses increase as described in Sections 4.1 and 5.2. Other level bonuses as follows: +3 level bonuses increase as a rate of +1 per level, +2 level bonuses increase at a rate of + 1/2 per level, and +1 level bonuses do not increase at all.

09-08 LEVEL BONUS TABLE (RMSS/RMFRP CONVERSION FRIENDLY OPTION)																				
Profession	Figh	Thief	Rogue	W Mnk	Cleric	Anim	Heal	Mage	Illu	Alch	Ment	L Heal	Seer	Sorc	Myst	Astr	Monk	Rang	Bard	No Prof
Armor	+2		+1																	
Artistic																			+1	
Athletic		+1	+1	+1		+1											+1	+1		+1
Awareness		+2	+1	+1	+1	+1	+1		+1		+1	+1	+2	+1	+1	+2	+1	+2	+1	+1
Body Dev.	+2	+1	+1	+2			+2				+1	+2					+1	+1	+1	+1
Combat Man.	+2		+1																	
Communication																			+1	
Crafts										+3										+1
Directed Spell								+3	+1					+2						
Influence					+1						+2				+1				+1	
Lore					+1	+1	+1	+2	+2	+3	+1	+1	+2	+2	+1	+2			+2	
Martial Arts				+3													+2			
Outdoor	+1				+1	+3										+1		+3		+1
Pwr Awar./Manip.					+3	+2	+2	+3	+3	+1	+2	+2	+2	+3	+3	+2	+1	+1	+1	+2
Power Point Dev.					+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1				
Science/Analytic													+1							
Self Control		+1		+3			+2				+1	+2	+1	+1	+1	+1	+2		+1	+1
Special Attacks																				
Special Defenses																				
Spells					+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1				
Subterfuge		+3	+2						+1						+1		+1	+1		+1
Technical/Trade										+1										
Urban																				
Weapon	+3	+2	+3		+1												+1	+1	+1	+1

OPTION 23.1: EXPANDED LEVEL BONUSES FOR PROFESSIONS (RM2)

In the standard *Character Law* rules, the only bonuses based upon a character's level are level combat bonuses and level spell bonuses. When this optional rule is used, the Level Bonus Table 09-07 provides some other suggested level bonuses.

OPTION 23.2: EXPANDED LEVEL BONUSES FOR PROFESSIONS (RMSS CONVERSION FRIENDLY)

Similar to Option 23.1, this option offers expanded level bonuses. The skills, both Primary and Secondary, are divided into categories based on the categories of the RMSS system, and then assigned level

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09-09 SKILL CATEGORY BREAKDOWN (RMSS/RMFRP CONVERSION FRIENDLY)

Armor Man. in Armor: Soft Leather Man. in Armor: Rigid Leather Man. in Armor: Chain Man. in Armor: Plate	Directed Spells Directed Spells Influence <i>Public Speaking</i> <i>Seduction</i> <i>Trading</i>	Special Attacks <i>Jousting (Lancing)</i> Special Defenses Adrenal Defense Spells *Base Casting (Spell List Acquisition)
Artistic <i>Acting</i> <i>Dance</i> <i>Music</i> <i>Singing</i>	Lore <i>Lore: General</i> <i>Lore: Magical</i> <i>Lore: Obscure</i> <i>Lore: Technical</i>	Subterfuge Ambush <i>Disarm Trap</i> <i>Falsification</i> Pick Locks Stalk & Hiding <i>Trickery</i>
Athletic <i>Acrobatics</i> Climbing <i>Contortions</i> <i>Diving</i> <i>Rowing</i> Skiing <i>Swimming</i> Tumbling	Martial Arts Martial Arts Strikes Martial Arts Sweeps & Throws Outdoor <i>Animal Healing</i> <i>Caving</i> <i>Foraging</i> <i>Herding</i> Riding <i>Star-Gazing</i> <i>Weather-Watching</i>	Technical/Trade <i>First Aid</i> <i>Gambling</i> <i>Navigation</i> <i>Sailing</i>
Awareness Perception <i>Tracking</i>	Power Awareness / Manipulation Channeling Staves & Wands (Attunement) Runes <i>Spell Mastery</i>	Urban <i>Streetwise</i>
Body Development Body Development	Power Point Development Power Point Development	Weapon Weapon: Category 1 Weapon: Category 2 Weapon: Category 3 Weapon: Category 4 Weapon: Category 5 Weapon: Category 6
Combat Maneuvers <i>Subduing</i>	Science/Analytic Mathematics	
Communications Linguistics <i>Signaling</i>	Self Control Adrenal Move, Balance Adrenal Move, Landing Adrenal Move, Leaping Adrenal Move, Speed Adrenal Move, Strength <i>Frenzy</i> <i>Meditation</i>	
Crafts <i>Cookery</i> <i>Fletching</i> <i>Leather Working</i> <i>Rope Mastery</i> <i>Smithing</i> <i>Stone Carving</i> <i>Trap-Building</i> <i>Wood-Carving</i>		

Note: Secondary skills are listed in italics.

* = Refer to Option 24.2 for more information.

bonuses according to profession. This option makes conversion of characters and professions from *RMSS/FRP* much easier. The table below lists the level bonuses by category for each profession listed along the left side of the table.

All bonuses max out at 20th level. (+1 bonuses at +20, +2 bonuses at +40 and +3 bonuses at +60) including the Fighter's Combat bonus.

The "Spells" bonus should always offer a bonus to base spell casting, but should only offer a bonus to spell list acquisition if the GM wants to encourage a higher level of magic in their game. (The effect of such a bonus can become quite pronounced at higher levels.)

Note: *Secondary skills are listed in italics.*

OPTION 23.3: STEPPED LEVEL BONUSES FOR PROFESSIONS

This option may be used with any of the other Level Bonus Options, or even the core Level Bonus rules. It provides for a stepped bonus to skills rather than a bonus that increases with level. This stepped bonus is applied three times according to the following table; once at first level, once at 10th level and once at 20th level. The stepped bonus that is applied is based on what the Level bonus for that given skill is.

09-10 STEPPED LEVEL BONUSES

Bonus/Lvl	1st Lvl	10th Lvl	20th Lvl	Total Bonus
1	5	5	10	20
2	10	15	15	40
3	20	20	20	60
+3/+1*	25	25	25	75

* = Fighters receive a +1 per level to weapon skills (in the core rules only) after 20th level. When using this option with the core rules on level bonuses, Fighters should use this row for determining their Static Level Bonuses.

OPTION 23.4: STATIC LEVEL BONUSES FOR PROFESSIONS

This option may be used with any of the other Level Bonus Options, or even the core Level Bonus rules. It provides for a static bonus to skills rather than a bonus that increases with level. This static bonus is applied only once at first level. This option does create a less powerful character than one created using the normal level bonus options. The static bonus that is applied is based on what the Level bonus for that given skill is as shown by the table below. This option fixes level bonuses at 10th level, approximately double the *RMSS* bonus structure.

09-11 STATIC LEVEL BONUSES

Bonus/Lvl	Static Bonus
1	10
2	20
3	30
+3/+1*	40

* = Fighters receive a +1 per level to weapon skills (in the core rules only) after 20th level. When using this option with the core rules on level bonuses, Fighters should use this row for determining their Static Level Bonuses.

LEVEL ADVANCEMENT SUMMARY

Whenever your character gains a level, follow the steps below to advance the character to the next level.

- Make stat gain rolls.
- Gain DP based on Temporary Development Stats.
- Spend DP on Skills.
- Receive level bonuses and modifications; level combat and level spell bonuses; Resistance Roll modifications due to level, etc.
- Update spell lists (if applicable).

10.0 RUNNING ROLEMASTER



This chapter covers a variety of *Rolemaster* mechanics that do not fit smoothly into other chapters. The first section provides tips on launching your campaign and grounding the player characters in the setting. It also provides a quick check list for creating adventures. The second section covers using skills and making maneuvers in *Rolemaster*, which lie at the heart of any fantasy game. Taking an action in *Rolemaster* is simple—just tell the GM what you want to do, and “make a maneuver roll”. Your maneuver roll is affected by your skills, situational modifiers, and maneuver difficulty. Most in game actions do not require a roll. Normally, you will make a maneuver roll only for actions performed under stress or pressure.

The remainder of this chapter deals with other adventuring essentials, including movement, encumbrance and exhaustion. The chapter rounds out with the “series of unfortunate events likely to befall the adventurer: injury, death, disease, and poison, and healing.

10.1 START THE PLAYERS WITH A RICH BACKGROUND

A. Ask each player about their desires for their character. Maintaining reason and play balance, attempt to incorporate them into their PC background.

B. Based on the player's wishes, game needs, and the PCs race and profession, help choose an appropriate cultural background for the PC.

1. Give the PC a handout or talk about their cultural roots, and the manner of their folk.

2. Inform the PC of any overall goals or problems associated with their culture.

- Build a specific past for the PC.

1. Discuss any family background, taking note of any adventures connected with family members.

2. Discuss the early goals and activities of the PC.

- Adventures
- Schooling
- Language

- Formal skill development
- Hobbies or informal skill development

3. Allow for PC possessions. The GM may wish to provide certain items and/or give the PCs the opportunity to pick a certain mix of general or specific items according to desire. In the latter case, the GM might provide a list or lists of items, apparel, and cash, and allow the PCs a set number of choices.

- Possessions common to the PCs race or culture.
- Items acquired which are related to the PCs profession.
- Heirlooms.
- Cash and items purchased with cash before the game commences.

4. Be clear about things the player wishes to keep secret.

10.2 START THE GAME WITH A MANAGEABLE YET CHALLENGING ADVENTURE

Gather the PCs together.

1. Provide an encounter or series of encounters that bring the PCs together as one or more groups

- Give each PC a tale of how they came to the place where the campaign starts.
- Start them in one or more common places.
- At an inn or tavern, inquiring about work, wealth, or someone sought.
- As prisoners attempting to escape.

- On a ship or caravan.
- As their people's representatives in a given place.
- At a contest or fair.
- As disaster victims, such as a refugees or survivors of a shipwreck.
- Get clear any long or short-term goals each PC may have at the time the game begins.

2. Allow for any common goal or goals that might keep them together.

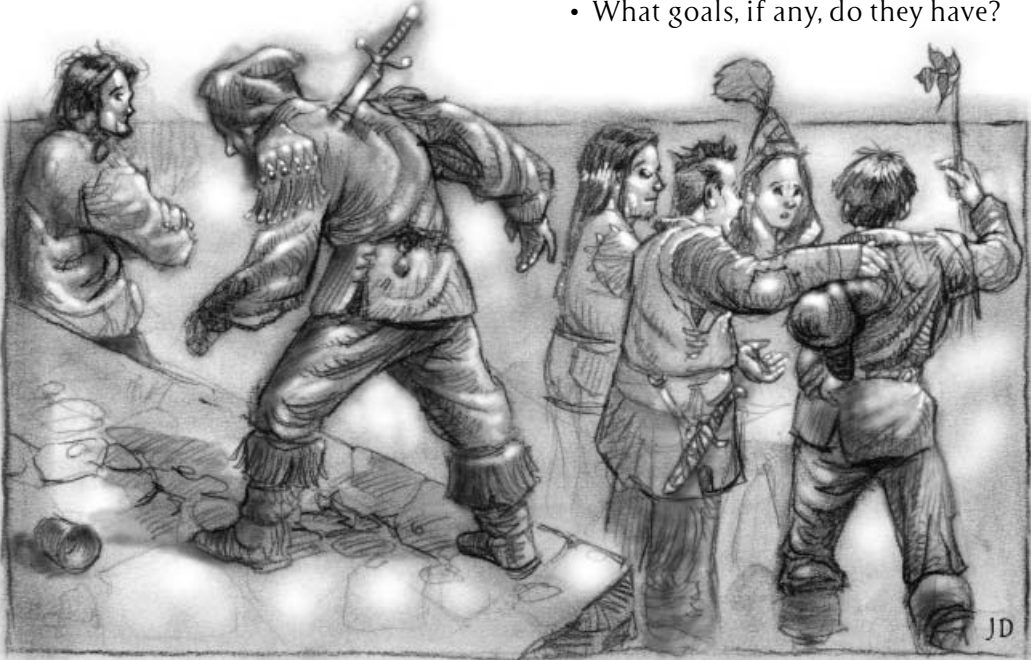
Based on the area and the PC group's desires and stated goals, construct a variety of adventure options with which to start the campaign.

10.3 EMPLOY A FRAMEWORK FOR CREATING ADVENTURE OPTIONS DURING THE COURSE OF THE GAME

Generally, the more often you adventure in or refer to an area, the greater the need for detail. Since time is limited, construct areas based on game need, and flesh out vague regions when the need arises. The higher the probability of an area's use, the more you should fill in the associated framework.

1. Develop a picture of the possible alternatives the PC group may have.

- Where are they?
- Given the best resources, how far can they reasonably travel?
- What direction(s) will they most likely take?
- What goals, if any, do they have?



- Are they operating with any specific clues or information that might direct them somewhere?

2. Based on the alternatives and basic game considerations, determine high priority, medium priority, and low priority areas of game development.

- Map out and develop high priority areas. These regions need to be quickly and carefully detailed. In descending order of need:
- Areas where the PCs begin.
- Relatively close areas where the PCs plan to spend a lot of time.
- Regions adjacent to the PC group's location that have a reasonable chance of being entered by the players.
- Should time permit, you should try to construct:
- Areas of strategic importance that are complex in nature.
- Major routes in between.
- Sketch out medium priority areas. These areas need to have general outlines: maps, cultural notes, basic patterns of settlement and politics.
- Note the general world framework regarding low priority areas.

Attempt to use the regional maps and guidelines as a means of framing details, of an area the PCs enter or explore.

1. Base specific maps on the land and climate found on the world and regional maps.

2. Base encounters on plants, animals, troop deployment, political and cultural activity, and settlement patterns, etc.

- Daily life and political events will

dictate where peoples and creatures normally are.

- The inhabitants will respond to excitement, and will act accordingly.

The overall world setting will provide a general guideline in nearly every circumstance where more specific detail is unavailable. Where an incredible surprise or lack of time somehow forces the GM to create without some framework, a spontaneous creation might be necessary. In such a case, two choices are best pursued:

1. End the game session in order to avoid an overwhelming, contrived random response.

2. Using maps and tables detailing probabilities based on activity and visibility factors, provide for standard encounters based on locale and circumstance.

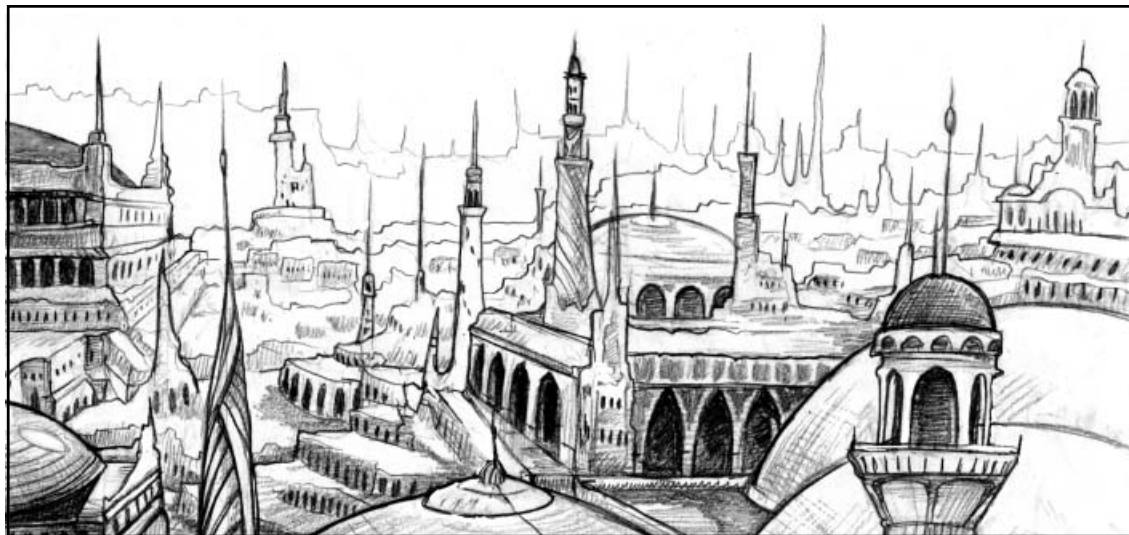
- Natural obstacles (e.g. storms or traverses).
- Animal attacks.
- Bandit attacks.
- Patrols.

3. Use common sense and unbridled luck (a dice roll) to create a random event of a modest nature.

10.4 RESOLVING ACTIONS

AFFECTED BY SKILLS

Each skill is classified as being applicable to a moving maneuver (MM), to a static maneuver (SM), to an attack (using an offensive bonus: OB), or to a special purpose (SP). This section describes how each of these types of bonuses are used to resolve actions. These



rules are designed to be guidelines to handling situations that arise during play. The GM will often find himself confronted with situations that are not covered by the rules, such as situations where multiple skills apply, which can be resolved simply by averaging the skill bonuses. In other situations, the GM should begin to develop a consistent set of "house rules" for dealing with situations that are not covered by the rules.

MANEUVERS

Maneuvers are actions (other than attacks and spell casting) that under normal circumstances have a chance of failing and usually entail an element of risk. Thus normal movement and activities such as walking, climbing stairs, drawing a weapon, etc. are not maneuvers. However, unusual activities (swimming, climbing a rope, running up or down stairs, opening a locked chest, etc.) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and generally require rolls. The GM is the final judge as to what is a maneuver and requires a roll, and as to what is normal activity and doesn't require a roll. Maneuvers are further classified as being Moving Maneuvers or Static Maneuvers. Each class of maneuvers is resolved differently.

MOVING MANEUVERS

Moving Maneuvers include climbing, swimming, riding, stalking, and any complex or unusual movement (acrobatics, dodging, tumbling, diving, etc.).

ASSIGNING A DEGREE OF DIFFICULTY

When a combatant indicates that he wishes to attempt a specific moving ma-

neuver, the GM should assign a degree of difficulty. The degree of difficulty is chosen from those listed across the top of the Maneuver/Movement Table 10-03 and also listed below:

10-01 DEGREES OF DIFFICULTY

Routine
Easy
Light
Medium
Hard
Very Hard
Extremely Hard
Sheer Folly
Absurd

Normally, the maneuver must still be within the physical capabilities of the character, and is limited to covering a distance no more than half of the character's normal (not running) movement.

The GM may assign an additional modification to the maneuver roll (e.g. an unassisted running leap across a 40' chasm for a human might be given a difficulty of "absurd -10" since the world record is only around 28'). Assigning difficulty requires a familiarity with the Maneuver/Movement Table 10-03 and a subjective decision by the GM (practice and experience will help).

Note: *It is important to remember that the GM may deem certain maneuvers impossible. The player should be advised that such a maneuver is doomed to failure.*



MANEUVER ROLL

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e. he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described in "Canceling an Action" below.

If a character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. The resulting total is cross-indexed with the difficulty on the Maneuver/Movement Table 10-03 to obtain the maneuver result.

MANEUVER BONUSES AND PENALTIES

Attempted maneuvers can be affected by various factors such as skills, armor and special equipment. Bonuses and penalties for these factors are outlined in Maneuver Modifications Table. The sum of these bonuses and penalties is added to the maneuver roll to determine the net maneuver roll.

10-02 MANEUVER MODIFICATIONS TABLE

Effect	Category and Notes
-35 to +35	Applicable stat bonus (usually Agility).
-10	Wounded more than 25% (concussion hits).
-10	Wounded more than 50% (concussion hits).
-10	Wounded more than 75% (concussion hits).
- (variable)	Armor, see Table (07.05) for maneuver mod.
± (variable)	Applicable skill bonus (see Section 3.0).
± (variable)	Bonuses due to spells (see SL).
± (variable)	Unusual absurdities (determined by GM).
± (variable)	Miscellaneous (determined by GM).

Note: Modifications are cumulative unless noted otherwise.

MANEUVER RESULTS

The net maneuver roll is cross-indexed with the degree of difficulty on Table 10-03. The result is usually self-explanatory, but the GM can interpret a percentage result (i.e. a number) in several ways.

- In the case of an all-or-nothing maneuver (i.e. no partial success) a second dice roll must be made. If this second roll is equal to or less

than the original percentage result, then the maneuver succeeds.

Otherwise, the maneuver fails.

- If a maneuver can be partially successful, then the original percentage result is the degree of success.

MOVING MANEUVER

PROCEDURE SUMMARY

- The character states the nature of his maneuver.
- The GM assigns a degree of difficulty and any special modifications to the maneuver.
- The character decides whether or not to cancel the maneuver.
- If he decides not to cancel the maneuver, an open-ended maneuver roll is made.
- All applicable modifications are made to the maneuver roll.
- The total is applied to the Maneuver/Movement Table 10-03.

Example: Suppose a combatant attempts to leap 15' over a chasm 11' wide. The GM

assigns the leap a degree of difficulty of "Medium". If the combatant does not cancel his maneuver, his roll will be modified by -10 for wearing a chain shirt (AT 13; see Table 07-05), by +25 for an excellent Agility, and by -10 for being wounded (over 25% of hits). He rolls a 91 for a net maneuver roll of 96 (91 -10 + 25 -10). Cross-indexing on Table 10-03, we get a result of

"80". This means that the combatant has leaped 12' (15'x80%) and therefore has crossed the chasm safely.

If this maneuver had been to throw a rope around a rock on the other side of the chasm and the same result had been obtained, then a second dice roll would have been required. If the second roll (unmodified) was 80 or less, then the rope throw would be successful; otherwise, it would fail.

10-03 MOVEMENT & MANEUVER TABLE

	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
-201	Fall down. +2 Hits. You are out 3 rnds.	Fall. Knock self out. You are out for 12 mds.+9 Hits.	Fall. Break arms. +10 Hits. You are out for 6 mds.	Fall. +15 Hits. Break arm. You are out for 9 mds.	Fall. Break arms. +20 Hits. You are out 18 mds. Arms useless.	Fall. Break both arms and neck. +30 Hits. You are out 60 rnds.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck. You die in 3 rnds.	Fall crushes skull.
(-200) —(-151)	Fail to act.	Fall down. Lose 2 rnds. +2 Hits.	Fall down. +3 Hits. You are out for 4 rnds.	Fall. Break wrist. +10 Hits. You are out for 6 mds.	Fall. Break leg. +15 Hits. You are out 9 mds.	Fall. Break arms. +20 Hits. You are out 18 rnds. Arms useless.	Fall. Break back and legs. +25 Hits. Lower body paralyzed.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from neck down.
(-150) —(-101)	10	Fail to act.	Fall down. +2 Hits. You are out for 2 rnds.	Fall down. Sprain ankle. You are at -25. +6 Hits.	Fall. Break arm. +10 Hits. You are out 6 mds, stunned 3 rnds.	Fall. Break leg. +15 Hits. You are out for 6 rnds.	Fall. +30 Hits. You are out 60 rnds.	Fall. Break both arms and neck. +30 Hits. You are out 60 rnds.	Fall. You smash your backbone and are in a coma for 1 year.
(-100) —(-51)	30	10	Fail to act.	Fall down. Lose 2 rnds. +3 Hits.	Fall down. Sprain ankle. You are at -25. +5 Hits.	Fall. +20 Hits. Break wrist. Out 2 rnds. Not very smooth.	Fall. +12 Hits. Break arm. You are out for 6 rnds.	Fall. +30 Hits. You are out 9 rnds Shatter knee. You are at -80.	Fall. Break back and legs. +25 Hits. Lower body paralyzed.
(-50) —(-26)	50	30	10	Fail to act.	Fall down. +5 Hits. You are out 3 rnds.	Fall. Sprain ankle and tear ligament. You are at -30. +15 Hits.	Fall. +10 Hits. Knock yourself out. Out for 18 rnds. You lose, pal.	Fall. +12 Hits. Break arm. You are out for 6 rnds.	Fall. You are out 18 rnds. You break both arms. +25 Hits.
(-25) —0	70	50	30	5	Fail to act.	Fall down. +5 Hits. You are out of action for 3 rnds.	Fall. Sprain ankle and tear muscle. You are at -30. +10 Hits.	Fall. +20 Hits. Break wrist. Out 2 rnds. Not very smooth.	Fall. +10 Hits. Break your leg. You are at -75. Out 6 rnds.
01 —20	80	60	50	10	5	Falls to act.	Fall down. +5 Hits, you are out for 3 rnds.	Fall. +5 Hits. Pull a leg muscle. You are at -25. Out 2 rnds.	Fall. +15 Hits. Break your arm. You are out for 6 rnds.
21 —40	90	70	60	20	10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits/rnd. Out for 2 rnds.	Fall. Knock yourself out. You are out for 30 rnds.+10 Hits.
41 —55	100	80	70	30	20	10	5	Fall down. +5 Hits. Out for 3 rnds.	Fall. Sprain ankle. You are -30.+15 Hits.
56 —65	100	90	80	40	30	20	10	Fail to act.	Fall. +7 Hits, 3 hits/md. Out for 2 mds.
66 —75	100	100	90	50	40	30	20	5	Freeze for 2 rnds.
76 —85	100	100	100	60	50	40	30	10	Fail to act.
86 —95	100	100	100	70	60	50	40	20	5
96 —105	110	100	100	80	70	60	50	25	10
106 —115	110	110	100	90	80	70	60	30	20
116 —125	120	110	110	100	90	80	70	40	30
126 —135	120	120	110	100	100	90	80	50	40
136 —145	130	120	120	110	100	100	90	60	50
146 —155	130	130	120	120	110	100	100	70	60
156 —165	140	130	120	120	120	110	100	80	70
166 —185	140	140	130	Super move. You feel great. Take 4 hits from your current total.	Excellent move. You are unstunned. +10 to allies' rolls for 2 mds.	120	110	90	80
186 —225	150	140	Great move. You feel better. Subtract 4 hits from current total.	Move inspires all. You are unstunned. Allies are at +10 for 2 mds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 2 rnds.	120	100	90
226 —275	150	Incredible move. You feel great. Take 3 from your hit total.	Move inspires all. You are unstunned. Allies are+10 for 2 mds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	You have half the round to act.	100	100
276+	Incredible move. You feel great. Take 3 from your current hit total.	Brilliant. Move inspires all. Allies are at+10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 4 rnds.	Move inspires your allies. +30 to friendly rolls for 6 rnds.	Move stuns all foes within 30'. You still have half a md to act.	Move stuns all foes within 50 feet.

10-04 STATIC ACTION TABLE

BASIC MODIFICATIONS

Category	Condition	Speed & Strength	Hiding	Disarm Traps	Pick Locks	Perception	Maneuvers*	Misc.
Difficulty	Routine	NA	NA	+30	+30	+30	NA	+30
	Easy	NA	NA	+20	+20	+20	NA	+20
	Light	NA	NA	+10	+10	+10	NA	+10
	Medium	NA	NA	0	0	0	NA	0
	Hard	NA	NA	-10	-10	-10	NA	-10
	Very Hard	NA	NA	-20	-20	-20	NA	-20
	Extremely Hard	NA	NA	-30	-30	-30	NA	-30
	Sheer Folly	NA	NA	-50	-50	-50	NA	-50
	Absurd	NA	NA	-70	-70	-70	NA	-70
Lighting ¹	No Shadows	NA	-30	+20	+10	+20	+10	+10
	Light Shadows	NA	-20	+10	+5	+10	+5	+5
	Medium Shadows	NA	0	0	0	0	0	0
	Heavy Shadows	NA	+10	-10	-5	-10	-5	-5
	Dark	NA	+30	-30	-10	-30	-20	-20
	Pitch Black	NA	+40	-40	-20	-50	-40	-30
Shock & Pain	25-50% Hits Taken	-10	NA	-5	-5	-5	-10	-10
	51-75% Hits Taken	-20	NA	-10	-10	-10	-20	-20
	76-up Hits Taken	-30	NA	-20	-20	-20	-30	-30
Bleeding	For each Hit/Rnd taking	-10	NA	-5	-5	-5	-10	-10
Serious Wound	For each limb out	-10	NA	-5 ?	-5 ?	-5	-10 ?	-10 ?
	Stunned	-30	NA	-50	-50	-30	-50	-50
	Down	-50	NA	-70	-70	-50	-70	-70
Combat Situation	In melee	-20	NA	-50	-50	-20	-30 ?	-30
	Under missile fire	-10	NA	-20	-20	-10	-10	-10

SPECIAL MODIFICATIONS

Speed & Strength	For each consecutive round of preparation using 100% activity.	+10
Hiding	Quality of hiding place Bad	-20
	Fair	0
	Good	+10
	Very Good	+30
	Excellent	+50
	Presence of Hider in the area is known to searchers.	-30
Disarming Traps & Picking Locks	A perception roll is successfully made by the disarmer/picker.	+20
	For each time the trap/lock has been tried without success.	-30
	Disarmer/picker has disarmed/picked this trap/lock before.	+50
	Disarmer/picker has disarmed/picked this type of trap/lock before.	+30
	Disarmer/picker has the construction of the mechanism described to him.	+20
Perception	Player mentions the appropriate thing being perceived.	+30
	(e.g., the player says he is actively looking for an ambush or trap)	
	The character making the perception roll has encountered the situation being perceived before (this specific character, not the player of the character).	+20
Maneuvers *	Encumbered ...	
	Light (one weapon and belt equipment)	0
	Medium (weapons/armor and belt equipment)	-10
	Heavy (weapons/armor and normal pack)	-20
	Very Heavy (all personal equipment and 50-100 lb.)	-30
	Burdened (all personal equipment and over 100 lb.)	-50

* Modifications to maneuvers are applied to a roll on the Maneuver/Movement

1 These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

2 If the limb that is out of action is normally required to perform the action, the GM should increase the difficulty of the action and drastically increase these modifications.

3 In certain situations the maneuverer may withdraw from melee without his opponent(s) being able to attack him if he completes a successful maneuver.

... These encumbrances are approximations, absence of one of the weight categories would drop the encumbrance condition one level (e.g. a character with a normal pack, no armor and one weapon would be medium, not heavy). If using Section 10.5, personal equipment is weapon/armor and up to 2x weight allowance.

Note: A category is all conditions between a set of lines. Only one condition from a category can have its modification applied to an action. (e.g., a character attempting to pick a lock may have taken 77% of his hits, only the - 20 modification is applied and not the other two).

STATIC MANEUVERS

Static Maneuvers include tracking, hiding, picking locks, disarming traps, reading runes, using items, perception, influencing other characters, and any other complex or unusual activity not involving significant movement.

If a character chooses a Static Maneuver as his action for a round, the GM must assign any applicable modifications from the Static Action Table 10-04. Then the character must decide whether or not to actually perform the maneuver (see below for the effects of "Canceling Action").

The GM may require more than one round for the maneuvers that he decides are very difficult or complex. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. If the modified roll is greater than 100, the action is successful. If not, the action fails.

STATIC MANEUVER PROCEDURE SUMMARY

- The character states the nature of his maneuver.
- The GM assigns a degree of difficulty and any special modifications to the maneuver.
- The character decides whether or not to cancel the maneuver.
- If he decides not to cancel the maneuver, an open-ended maneuver roll is made.
- All applicable modifications are made to the maneuver roll.
- Success: if the modified roll is over 100.
- Failure: if the roll is 100 or lower.

OPTION 24: AN ALTERNATIVE STATIC MANEUVER TABLE

Static maneuvers in *Character Law* are normally handled by a system involving rolling and adding applicable modifications; success occurs if the resulting total is over 100. This optional rule provides a table that may be used to resolve certain static maneuvers. The same process (roll

and add appropriate modifications) is used, but the resulting total is used to obtain a result on The Alternative Static Maneuver Table below.



OPTION 25: HIDING AND STALKING VERSUS



PERCEPTION (OPPOSED SKILLS)

A character's 'Hiding and Stalking' maneuver should be modified by the 'Perception' bonus of any potential observers and any other modifiers affecting Perception From Table 10-02. These modifiers may cause different results for hiding/stalking versus the various observers (i.e. some observers may "perceive" the hider/stalker, while others may not).

OFFENSIVE BONUSES

Offensive bonuses are added to certain attack rolls. See *AL* and *SL* for a complete explanation.

SPECIAL PURPOSE BONUSES

Skills that are not particularly applicable to moving maneuvers, static maneuvers, or attacks are classified as "Special Purpose" skills. The effects of bonuses vary for each of these skills.

CANCELING AN ACTION

During a round a character's action may be canceled before it would otherwise be resolved. (For instance, from a player changing their mind, or from the character being stunned or otherwise prevented from acting on their declared action.) A character who has canceled their action may perform one of the following alternative actions: melee with half his normal Offensive Bonus or move half his normal (not running) movement or attempts different maneuver modified by -30 (this one may not be canceled). The alternative action chosen must be performed when the other actions of that type are normally resolved.

Note: Use the Self Discipline stat bonus to reduce the penalty of maneuvers when Stunned (which have standard penalties ranging from -30 to -70, see Table 10-02).

10-05 ALTERNATIVE STATIC ACTION TABLE				
	GENERAL	INFLUENCE AND INTERACTION	PICKING LOCKS AND DISARMING TRAPS	READING RUNES AND USING ITEMS
-26 down	BLUNDER: You fail spectacularly. If possible, your static action has the opposite effect from what you intended.	BLUNDER: Your blatant attempt at coercion alienates your audience. They are influenced to do the opposite of what you were attempting to get them to do. Until a change in circumstances occurs, any attempts by you to influence them will fail.	BLUNDER: If picking a lock, your lockpick is broken and stuck in the lock, rendering it unopenable until removed (this requires another roll to pick the lock by someone other than you). Any traps connected to it are set off. If disarming a trap, it is activated.	BLUNDER: Whatever spells or abilities are in the item or on the rune paper are activated and directed against you. Any runes on rune paper are gone, and you will never be able to use any of the spells of abilities contained in the item.
-25 –04	ABSOLUTE FAILURE: Utter incompetence causes a mental lapse. Any static actions attempted during the next 10 min (60 rounds) will result in failure (see 05-75 below).	ABSOLUTE FAILURE: Your audience rejects you, causing you to lose confidence and your air of authority. Any influence attempts during the next hour (60 rounds) will result in failure (see 05-75 below).	ABSOLUTE FAILURE: You have developed a mental block on this lock/trap and will automatically fail on any further attempts to pick/disarm it. If disarming a trap (or picking a lock with an attached trap), there is a 50% chance that the trap will be activated.	ABSOLUTE FAILURE: You have developed a mental block on this rune/item and will automatically fail on any further attempts to read or use it. If attempting to read a rune (or attempting to use an item containing a spell), there is a 50% chance that the spell will be activated.
05 –75	FAILURE: You have failed. You many not try again the same static action in the same place for 1 day.	FAILURE: You have failed. Your audience will not be receptive to any of your attempts at influence at least 1 day.	FAILURE: Currently you have no further ideas on how to pick/disarm this lock/trap. After 24 hrs. you may make a perception roll. If it succeeds you may make another attempt to pick/disarm the lock/trap.	FAILURE: Currently you have no further ideas on how to read/use this rune/item. After you have gone up a level, you may make another attempt to read/use this rune/item.
76 –90	PARTIAL SUCCESS: If partial success is possible, you accomplish 20% of the static action. You may not try the same static action in the same place for 1 hour.	PARTIAL SUCCESS: Your audience is still listening. You can continue to try to influence them.	PARTIAL SUCCESS: You have figured out part of the lock/trap and have an intuitive feel for the rest. However, further effort at this time will be counterproductive. Do something else for 10 minutes and then you can try again.	PARTIAL SUCCESS: You have an intuitive feel for how to read/use the rune/item, and you learn how many spells and abilities it contains and what they are. However you can not yet read/use it, and you may not make another attempt until 1 week has passed.
91 –110	NEAR SUCCESS: If partial success is possible, you accomplish half of your static action. You may try again after 3 rounds of contemplation.	NEAR SUCCESS: Keep talking, your audience is becoming more friendly. Modify your next roll by +20.	NEAR SUCCESS: You almost had it. If you spend 2 rounds thinking about your attempt (no other activity), you may try again with an extra +5 bonus.	NEAR SUCCESS: You almost had it. You learn how many spells and abilities it contains and what they are. If you wait 24 hours and you meditate about your attempt for 2 hours (no other activity), you may try again with an extra +10 bonus.
111 –175	SUCCESS: Your static action is successful.	SUCCESS: You have influenced your audience.	SUCCESS: The lock/trap is picked/disarmed; +50 on any further attempts to pick/disarm this lock/trap.	SUCCESS: You learn one spell or ability in an item or on a piece of rune paper; and you may use it whenever you hold the item or rune paper (runes are only usable once). You also learn what other spells or abilities (if any) are, and may make further rolls to be able to use them.
176 up	ABSOLUTE SUCCESS: Your static action is successful and you get a +20 bonus to further static actions for the next 10 minutes (60 rounds).	ABSOLUTE SUCCESS: Not only did you influence your audience, but you receive a +50 bonus on influencing them until you do something to cause them to lose confidence in you.	ABSOLUTE SUCCESS: In the future you may automatically pick/disarm (takes one round) this lock/trap or any identical lock/trap. +10 to attempts on similar locks/traps in the future.	ABSOLUTE SUCCESS: You learn all of the spells and abilities in an item or on a piece of rune paper; and you may use them whenever you hold the item or rune paper (runes are only usable once).
	MODIFICATIONS: Difficulty — +30 —Routine +20 —Easy +10 —Light +0 —Medium -10 —Hard -20 —Very Hard -30 —Extremely Hard -50 —Sheer Folly -70 —Absurd	MODIFICATIONS: Difficulty —see * under General. +50 —Audience is personally loyal or devoted to the character +20 —Audience is under hire to the character + Skill bonus for Influence and Interaction. NOTE: Difficulty and other modifications are based upon the basic attitude of the audience towards the character and upon what the character is trying to get them to do.	MODIFICATIONS: Difficulty —see * under General. + Skill bonus for Picking Locks OR Disarming Traps.	MODIFICATIONS: - (level of the spell) -30 —If the realm of the spell is different from the character's. -10 —If the character does not know what the spell or ability is. +2 —If the character knows what the spell or ability is. +30 —If the character can cast the spell intrinsically. + Skill bonus for Reading Runes OR Using Items.
				NOTE: The information available through a perception roll is limited by the area you examine and your resources (usually your senses). NOTE: When tracking a roll is only required once every 5 minutes (30 rounds). MODIFICATIONS: Difficulty —see * under General. +20 —If the player states that his character is spending time looking for specific information. The number of rounds spend affects the difficulty. + Skill bonus for Perception or Tracking

10.5 MOVEMENT, ENCUMBRANCE, AND EXHAUSTION

This section deals with tactical movement (i.e. movement on a round by round basis) and the effects of carrying encumbering loads and results of exertion and exposure to severe elements. Adventuring is physically, and mentally stressful, and the day often comes when characters must choose between survival and treasure. Heavy loads affect a character's basic movement, agility in combat, and exhaustion level. While it is unnecessary for a character to account for every ounce of equipment that he or she is carrying, the GM should keep an eye out for the character who seems to be carrying one of every needed object in his pack, plus a huge amount of treasure.

MOVEMENT

A character's movement rate in a given round is based upon his Base Movement Rate (Base Rate), his Pace, and possibly a maneuver roll. A character's movement rate for a given round is obtained by multiplying the character's Base Rate by his Pace (and possibly modified by the result of a maneuver roll).

Movement Rate = (Base Movement Rate) x (Pace Multiplier) x (Maneuver Roll Result/100)

The assumptions made for this movement system are: (1) a 100 Quickness for a 6' tall Common Man will result in a "world class" sprinter; and (2) the average character (Quickness 25-74) walks at 3.43 miles per hour.

BASE MOVEMENT RATE

The Base Movement Rate for an average Common Man is 50'/round. This can be modified for specific characters by a number of factors: the Quickness stat bonus, any race stat bonus modification, any armor Quickness penalty, a "stride" modification, and an encumbrance penalty. Each character should be able to calculate several standard Base Movement Rates for various situations (e.g. carrying all equipment, carrying weapons and armor only, having dropped backpack, etc.)

Quickness Stat Bonus: The table below can be used for obtaining the Base Move-

ment Rate due to stat alone. Simply use the character's Quickness stat; the resulting figure is the number of feet the character can move at a "walking pace" in a ten second battle round (assuming he is healthy, unencumbered, and has no armor maneuver penalty).

10-06 MOVEMENT RATE TABLE

Quickness	Quickness Stat Bonus	Base Movement Rate
102+	+35	85'
101	+30	80'
100	+25	75'
98-99	+20	70'
95-97	+15	65'
90-94	+10	60'
75-89	+5	55'
25-74	0	50'
10-24	-5	45'
5-9	-10	40'
3-4	-15	35'
2	-20	30'
1	-25	25'

OPTION 26: QUICKNESS & AGILITY FOR BASE MOVEMENT RATE

Some GMs may wish to use the average Quickness and Agility when using this table.

Armor Quickness Penalty: This penalty can modify the Base Movement Rate, but only to the extent of canceling the Quickness stat bonus (and racial bonus). In other words, if only the Quickness stat bonus (and racial bonus) and the armor bonus penalty (see Table 07-05) are considered, the resulting Base Movement Rate can not fall below 50'/rnd. This factor may be partially cancelled by a character's Strength bonus. The Base Movement Rate can fall below 50 because of other factors such as stride, encumbrance, etc.

Stride Modification: The Base Movement Rate is also modified for a character's length of stride. This factor should be used whenever racial adjustments are employed, for shorter beings

(e.g. Halflings) often have large Quickness bonuses and will move disproportionately fast considering their short strides. For purpose of this rule, simply note that the stride of the average 6' person is used as the norm, every 6" difference will result in an add or subtraction of 5. One of the following stride modifications is added to the Base Movement Rate:

10-07 STRIDE MODIFICATION TABLE	
Height	Modification Due to Stride
7'10" - 8'3"	+20
7'4" - 7'9"	+15
6'10" - 7'3"	+10
6'4" - 6'9"	+5
5'10" - 6'3"	0
5'4" - 5'9"	-5
4'10" - 5'3"	-10
4'4" - 4'9"	-15
3'10" - 4'3"	-20
3'4" - 3'9"	-25
2'10" - 3'3"	-30
2'4" - 2'9"	-35
1'10" - 2'3"	-40

Encumbrance Penalty: A character's Base Movement Rate may be reduced due to the amount of weight he carries. This factor is discussed below in "Encumbrance".

PACE

Each round a character must decide the Pace at which he wishes to move. This Pace has three effects on actions during that round:

- Determines the movement rate (pace multiplier x Base Movement Rate)
- Determines the difficulty of any movement maneuver required
- Determines how many "exhaustion points" are expended (see below).

The following table summarizes those effects:

10-08 PACE TABLE			
Pace	Pace Multiplier	Normal Maneuver Difficulty	Exhaustion Point Cost/Rnd
Walk	1x	none	1 every 30 rnds
Fast Walk/Jog	1.5x	routine	1 every 6 rnds
Run	2x	easy	1 every 2 rnds
Sprint/Fast Run	3x	light	5/rnd
Fast Sprint	4x	medium	25/rnd
Dash	5x	hard	40/rnd

Encumbering loads (see "Encumbrance" below) and armor will prevent anyone from reaching certain speeds (regardless of their bonuses). A super character with racial adds to his +25 bonuses for Quickness and Strength may move quite far walking even while burdened with armor and a heavy load. Nonetheless, he could not move at either a "Fast Sprint" or "Dash" rate (depending upon his armor). The following prohibitions apply:

10-09 Pace Limitations Table	
Penalty	Prohibited Pace
Armor Qu Penalties -10 to -15	Dash
Armor Qu Penalties -16 to -45	Dash, Fast Sprint
Armor Qu Penalties -46 plus	Dash, Fast Sprint, Sprint
Up to 2x Weight Allowance	None
From 2x up to 4x Wt. Allowance	Dash
From 4x up to 6x Wt. Allowance	Dash, Fast Sprint
6x Wt. Allowance and up	Dash, Fast Sprint, Sprint

MOVEMENT MANEUVERS

Use the Maneuver Table for movement under pressure. Where an individual or group is "under pressure" from attackers, the weather, or some other perceived threat - or time is a major factor - have him/them roll on the Maneuver/Movement Table 10-03. Simply determine the appropriate difficulty (from the Pace Table, or by GM assignment); the result is the percentage of the distance they would normally move given their rate of speed. It is possible to move faster than normal due to this process.

Example: *Bandring is fleeing from the dreaded Malevolent Moose. He has a Base Movement Rate of 60'/rnd, he is running, and thus he would normally move 120' per round.*

Due to the pressure of the chase, however, the GM asks him to roll on the Maneuver/Movement Table. Bandring knows the terrain, so the difficulty is "Easy" (see Pace Table).

Bandring rolls an adjusted D100 and the result is '100'. He moves the full 120 feet. Had he rolled lower and gotten a '50' result, he would move but 60' that round. Had the chase been at night a higher difficulty category may have been applicable.

ENCUMBRANCE

The problem associated with wearing armor and other covering are covered elsewhere (see the Maneuver / Movement Table 10-03 and the Armor Table 07-05). Here we are dealing with "dead weight," that which one carries rather than wears. The encumbrance penalties discussed here apply to the Base Movement Rate (see "Base Movement Rate" above).

Basically, each character has a "weight allowance" equal to 10% of his own weight. If he is carrying dead weight less than or equal to his weight allowance, he has no encumbrance penalty. A character's encumbrance penalty is based upon the number of increments of "weight allowance" that the dead weight consists of (see Encumbrance Table). A character's Strength stat bonus may cancel some or his entire encumbrance penalty.

Take the following steps to calculate encumbrance penalties:

- 1) Calculate the normal body weight for the character.
- 2) Calculate the character's weight allowance (10% of his weight).
- 3) Determine how much "dead weight" (in pounds) the character is carrying; this is his "load."
- 4) Determine the load by the weight allowance.
- 5) Determine the encumbrance penalty using the table below.

Strength Stat Bonus: Once a character has determined his encumbrance penalty, his Strength stat bonus may be used to cancel all or part of this penalty. If this Strength stat bonus is greater than his encumbrance penalty, the difference may be used to cancel all of part of the character's armor Quickness penalty.

EXHAUSTION

Movement under extreme conditions, in rough terrain, and/or at accelerated rates will increase fatigue. For reason we include rules for exhaustion at this point. We also include provisions for exhaustion due to melee and missile fire.

Each person has a base number of exhaustion points equal to his Constitution stat. This is the number of points he can expend before he has to rest and/or recuperate (e.g. when fully rested a character with a Constitution of 90 would have 90 exhaustion points). Characters that have used all of their exhaustion points are at -100 to all activities and must rest. Expended exhaustion points may be recovered at a rate of one per round rested.

Exhaustion due to Pace: Each round that a character moves he expends exhaustion points at a rate determined by his Pace. This rate ranges from 1 every 30 rounds for a Walking Pace to 40 per round for a Dash Pace. These rates are listed in the Pace Table in "Pace" above. A character without sufficient exhaustion points to com-

10-10 ENCUMBRANCE TABLE

Number of weight allowance units in load		Encumbrance Penalty
More Than	Less Than or Equal to	
0x	1x	0
1x	2x	-10
2x	3x	-20
3x	4x	-25
4x	5x	-30
5x	6x	-35
6x	7x	-40
7x	8x	-50
8x	9x	-60
9x	10x	-70
10x	11x	-80
11x	12x	-90
12x	13x	-100
13x	14x	-110
14x and up		-120

plete a full round at a given pace cannot travel at that rate of speed.

Example: *An unencumbered Bandring travels 50' per round (i.e. his Base Movement Rate is 50) when walking. His Constitution is 90 and he can walk for 2700 rounds (450 minutes) without a rest but he would be totally exhausted thereafter. If he were to sprint he could move at a rate of 150' per round; but he would exhaust his 90 exhaustion points in 18 rounds (3 minutes) at that pace (5/round x 18 rounds = 90). If Bandring was moving in a breastplate and with a 3x weight allowance load his Base Movement Rate would be reduced to 20' per round and he would have to "Sprint" (and exhaust himself as indicated) in order to cover 60' per round.*

Exhaustion and Combat: When fighting, a character necessarily expends more energy than he would while walking. Thus, the following expenditures should apply.

10-11 COMBAT EXHAUSTION TABLE	
Character's Situation	Exhaustion Point Expenditure
Melee	1 every 2 rnds
Missile Fire	1 every 6 rnds
Concentration	1 every 6 rnds

Exhaustion modifiers: The following factors may affect the way a character expends exhaustion points. They provide detail, but may be considered optional. Only one modifier of a given type should be applied (e.g. one temperature modification, one terrain modification, one time without sleep modification).

10-12 EXHAUSTION MODIFIER TABLE	
Factor	Modification to Exhaustion Points Expended
Temperature above 100°F	2x
Temperature above 120°F	4x
Temperature above 130°F	8x
Temperature below 20°F	2x
Temperature below -10	3x
Temperature below -30°F	5x
Temperature below -50°F	8x
Rough Terrain	2x
Mountainous Terrain	3x
Sand	3x
Bog	4x
Hits or wounds above 25%	2x
Hits or wounds above 50%	4x
More than 10 hours without sleep	2x
More than 15 hours without sleep	3x
Increase Mod. by 1 for each additional 5 hrs without sleep.	



SUMMARY

Base Movement Rate = 50 feet per round
 + Quickness stat bonus (See Table 10-08)
 + Race Quickness stat bonus (See Table 04-01)
 + Stride modification (See Table 10-07)
 + Encumbrance penalty (See above)
 + Armor Qu penalty (See Table 07-05)
 + Strength bonus (only cancels previous two modifications)

Example: *Bandring is a High Man (race Quickness stat bonus of -5) with a Quickness of 90 (stat bonus of +10). He is 6'7" tall so his stride modification is +5. His weight is 220 pounds and he carrying 27 pounds of dead weight; thus his encumbrance penalty is -10, since 27 lbs. is between 1x and 2x his weight allowance of 22 lbs. (10% of his weight of 220).*

His Strength of 85 (bonus +5) plus his ST stat bonus (+10) will cancel this encumbrance penalty, but it will not add anything to the Base Maneuver Rate. Bandring wears AT 14 with a standard Quickness Penalty of -10. This armor penalty is reduced to -5, since 5 of this penalty is canceled by his Strength bonus of +15 and because his encumbrance penalty was only -10. His armor QU penalty can never exceed -5 because his total QU bonus is only +5.

*So his Base Movement Rate is 5;5
 50 (standard movement rate)
 +5 (stride modification)
 +10 (Qu stat bonus)
 -5 (race Qu stat bonus)
 -10 (encumbrance penalty)
 -10 (armor penalty)
 +5 (St stat bonus)
 +10 (race St stat bonus)*

MOVEMENT PROCESS SUMMARY

- 1) Determine current Base Movement Rate (see above).
- 2) Determine Pace (check restrictions).
- 3) Movement Rate / round = (Base Movement Rate) x (Pace multiplier).
- 4) If pressure situation, make a maneuver roll (section 10.4).
- 5) Expend exhaustion points (section 10.5).

10.6 HEALING, INJURIES AND DEATH

The challenge of adventure brings a risk of injury or death. This heightens the sense of danger and makes the rewards of successful adventuring all the much greater. A taste of fright starts the adrenaline running.

Because so much of FRP action involves situations where characters are hurt or killed, *Rolemaster* provides detailed and comprehensive guidelines covering specific injuries, death, and healing. These rules revolve around certain basic principals or assumptions.



BODY AND SOUL

In *Rolemaster*, life is a union of body and soul. The body is a physical (or, in rare cases, enchanted) construct that accommodates the intangible soul or spirit. In turn, the soul gives the body life. Without a body, a soul dissipates and cannot interact in normal affairs. Absent a soul, a body is little more than an unordered organic sculpture destined to rot away.

10.7 HEALING

Because injuries and death are central to most FRP games, a GM should develop a comprehensive healing system for his world. This is a factor that controls how many and how often characters die permanently and how long they are out of commission healing. There are a number of means of healing.

Healing Spells – *Spell Law* provides a complete set of spells for healing by Clerics, Animists, Healers and Lay Healers. In a campaign game, healing spells might be available in towns and cities. The GM should experiment with costs and requirements for healing services. Options include everything from mercenary spell users requiring only money for their services to suspicious enchanters who will only heal “true believers” of their religion (or race).

Large settlements might contain readily accessible healing runes.

Healing Herbs – The use of healing herbs or drugs forms one of the prime components of a well-rounded healing system. These cures augment the services of physicians and some herbs even simulate

the effects of certain spells by producing miraculous cures. They are also portable, and are usually more available than high level healing spell users. The GM can experiment with the numbers, prices and effects of herbs he feels are necessary in his game. A wide sampling of herbs (including prices, availability, effects, etc.) is provided in the Enchanted Herbs, Breads, and Poisons Price Table located at the end of chapter 8.

Medicine and First Aid – Of course a GM should not ignore the mundane results of medicine and first aid. These services are often equal to the task of healing minor injuries or reducing the burden of major wounds or illness. Option 18 describes the secondary skills of first aid and animal healing.

Natural Healing – The body often heals itself, albeit slowly. Even without the aid of spells, herbs, or medicine, an adventurer can rally from most injuries. The Healing Recovery Table below gives the recovery time for a variety of injuries. Recuperation periods can be multiplied by a factor based on the character’s race, modifications given in Race Abilities Table 04-01 in chapter 4.0.

10-13 HEALING RECOVERY TABLE

This chart provides recovery times for most general injuries. When using it, apply the character's Constitution bonus to any roll. The result is the recovery time for light injuries. Multiply the figure by 5 for medium injuries and by 10 for severe injuries. Halve the recovery time if the victim is hospitalized or placed in some other special care

Roll	TYPE OF DAMAGE (in days)					
	Burn	Bone	Tissue	Head	Organ	Muscle/ Tendon
01-15	3	5	3	10	9	7
16-35	3	3	2	7	6	4
36-65	2	2	1	5	4	3
66-90	1	1	1	3	3	2
91+	1	1	1	2	2	1

10.8 INJURIES

Although death is a looming danger, injuries are much more common. Some injuries, however, effectively disable a character. Most make adventuring tough and, given their frequency, can present the characters with significant obstacles, including penalties or prohibitions applicable to the use of appendages, the deployment of senses, maneuvers, combat, or even simple travel.

Generally, injuries in *Rolemaster* only occur as a result of damage from a critical strike. As such, the injuries are often described quite specifically. This provides a tremendous variety of effects and adds flavor to the game. It also requires a very specific healing system, spells and herbs covering every possible plight. The healing spells found in *Spell Law* and the healing herbs found in the Enchanted Herbs, Breads, and Poisons Price Table located at the end of chapter 8 are both designed to provide detailed healing methods covering any injury which might arise in an FRP game.

GENERAL DEGREES OF INJURY

It is still helpful to categorize injuries in broad, manageable groupings. These enable the GM to apply certain general rules regarding recovery and effect.

Light Injuries – If a specific injury results in a penalty of -0 to -20, it is considered “light.” In addition, light injuries include wounds that yield 1-5 hits per round as a result of bleeding.

Medium Injuries – Specific injuries that result in a penalty of -21 to -50 are considered of “medium” severity. Medium injuries also include wounds that yield 6-10 hits per round as a result of bleeding. Fractures with an unspecified penalty are medium injuries.

Severe Injuries – Should a specific injury result in a penalty of -51 or more, it is “severe.” In addition, severe injuries include shattered bones and wounds which yield more than 10 hits per round as a result of bleeding. Any wound that destroys an organ (e.g. eye, kidney, etc.) or renders it inoperable for more than 1 day is also severe.

TREATMENT

Even after an injury is treated, however, recovery is rarely instantaneous. The GM must still consider the effect of the wound after treatment. For instance, how long does it take to recover? Will there be any permanent damage (e.g. a lowering of stats)? What effect does the wound have on the character while he is recovering?

The form of treatment for a given injury is normally prescribed by:

The description of the wound, or by the explanation of the spell, medical technique, or herb employed.

Some injuries, for instance, are healed by spells with descriptions that require the victim to remain immobilized during treatment. Certain herbs must be administered with an external compress that cannot be jarred. Whatever the treatment, the procedures should be followed, lest the treatment fail.

FIRST AID

First aid can be employed by virtually anyone, but has limited effectiveness. Essentially, the actor must make a successful Static Action (see section 10.4 and Table 10-04) in order to aid the victim. This roll is modified by the actor's First Aid secondary skill bonus (see option 18). Anyone having a “0” First Aid skill rank operates with a skill rank bonus of -25.

First aid skills enable a character to heal any light injury, so long as he utilizes the necessary equipment (e.g. a compress and bandage for light bleeding, splints or slings for light sprains or fractures, etc.). In addition, this skill can be used to slow or halt the effects of medium or severe injuries. For example, you can reduce any bleeding rate by 5 hits/round, or more if you use a tourniquet; you can set a medium fracture and stop any associated deterioration. First aid is generally ineffective when dealing with medium or severe nerve or organ damage.

Once healed in this manner, the victim cannot engage in any activity that might strain the wounded area without losing the benefits of the first aid. For instance, the victim probably cannot fight move at a pace faster than a walk without re-injuring himself.

RECOVERY FROM WOUNDS

Most spells and some herbs specify recovery time. Where they do not, use the Healing Recovery Table, which gives some suggested recovery times for general injuries. As a general rule, the recuperation period for multiple injuries equals that of the worst wound plus half the cumulative recovery time for all other concurrent wounds.

Example: As a result of a swindle, Onree moves into an unsound tower. A storm erupts and the tower collapses in the wind. Onree receives a severe head wound (recovery time 30 days), a medium bone wound (recovery time 6 days), and a light tissue wound (recovery time 1 day) in the ensuing fall. Assuming he is healed, his total recovery time is 33.5 days ($30 + 3 + .5$). Poor Onree.

While recovering, a character's penalty gradually declines. To determine the rate at which the character returns to normal health, divide the penalty by the recovery time (in days). The result is the daily reduction in character's penalty. Round off any fractions and apply any leftover penalty to the amount recovered the first day. If the recovery time is less than or equal to two days, the GM may wish to determine recovery on an hourly basis.



Example: Onree received a total penalty of -70 as a result of his plunge. If his recovery time is 33.5 days, he divides 70 by 33.5, yielding a restoration rate of 2.09. He rounds this to 2. So, Onree's penalty is reduced by 2 for each day of recuperation. Since 2 times 33.5 equals only 67, there is a 3 remainder. This remainder is applied to the first day of recovery, meaning that Onree's penalty is reduced by 5 during the first day.

When an injury description specifies that the organ, appendage, etc. is useless, the penalty is considered -100. Recovery usually begins when the area is healed.

If a critical strike description specifies that an area of the victim's body is useless or at a subtraction for a set period, it is penalized accordingly for the entire prescribed period. However, once the period passes, recovery begins as if the area was healed. Any healing during the set period with start the recovery in motion earlier.

Recovery From Hits: Concussion hits heal at a rate of 1 per hour if the victim is resting. Should the victim be active, the rate drops to 1 every three hours.

PERMANENT DAMAGE

Most of these questions are very subjective and must be decided on a case-by-case basis. For example, having an arm cut off and then reattached might cause a loss of agility (temporary or permanent) and maybe a scar. Death and being raised from the dead might cause a general loss of abilities, partial loss of experience and scars.

As a loose rule of thumb, a character might receive permanent damage only in case of a severe wound. In such a situation, have the character make an open-ended 1-100

roll and add a number equal to his Constitution (not simply the Co bonus). Should the result exceed 100, there is no permanent damage. If it falls short of 101+, ascertain the difference between the roll and 101. The greater the difference, the worse the permanent damage.

10.9 DEATH

Death occurs when the body can no longer function (i.e. it cannot convey the soul) or the soul is destroyed. Typically, the body ceases to operate when it either:

Receives a specific wound or series of wounds (i.e. critical strikes)

Or

Shuts down due to pain or system shock (i.e. hits).

Once the body quits working, the soul will eventually depart. When the soul separates from the body any prospects for recovery are remote. Death comes in more than one form, although it inevitably leads to the sundering of body and soul. These unfortunately fatal situations require elaboration.

DEATH DUE TO CONCUSSION HITS (MASSIVE SHOCK)

Depending on body development, a character is allotted a certain number of concussion hits (or simply "hits"). These hits reflect the amount of pain and bleeding the character can withstand before succumbing to shock or unconsciousness. Once a character receives a sum of hits equal to or greater than their concussion hit allotment, they pass out due to body shock.

Note: section 7.7 describes body development and the acquisition of "hits."

If a character receives more concussion hits than the sum of their total hit points plus their Constitution stat (see chapter 5.0) they begin to die. After a number of rounds equal to their Constitution divided by 10 (rounded off), the character dies. This process of dying can be halted by lowering the number of hits on the character below the critical point. However, once the character dies, the normal death rules apply.

Example: Jaide takes 24 hits and has a 90 constitution. He receives 114 hits after a few rounds of brutal fighting. Once he reaches 114 hits he drops and begins to die of massive shock.

DEATH DUE TO CRITICAL STRIKES (MAJOR WOUNDS)

A character can also die due to a major wound or wounds. Occasionally a mortal blow or combination of blows will fell a character who has not yet received the number of hits necessary to send them into unconsciousness. In these cases, an attack or accident results in a critical strike (see *AL*), which specifies damage to a particular part of the character's body. Should the critical strike description specify that the effects are fatal, the character dies in the prescribed manner and at the appointed time unless someone or something intervenes.

Example: Jax the Ranger gets drunk and falls off his camel. He rolls a Fall/Crush attack appropriate to the situation and, although he takes few hits, he receives a critical strike. He rolls again. The critical strike description states that he hits his head, fracturing his skull, and that he will die in 2 minutes (12 rounds). Unless someone repairs the damage in less than two minutes, Jax is a goner.

DEATH DUE TO SOUL DESTRUCTION

A third form of death results from soul destruction. In these situations, the body may survive undamaged, but the character's spirit is forever gone. As a result, the character (being a particular individual) is irrevocably dead. Such a death invariably stems from a spell or some form of distasteful enchantment, so this plight is extremely rare.

THE EFFECTS OF DEATH

There are two major effects of death:

- Deterioration of stats due to a lack of oxygen flow to the body and brain following "death,"
- Departure of the "soul" from the body.

Spells or herbs can halt the process of dying at any point. A "Preservation" spell or its equivalent medicine halts the deterioration of the stats, while Lifekeeping spell stays the departure of the soul from the body. (See *Spell Law* for specific spell descriptions.) Healing the cause of death also halts both effects, but does not reverse them.

If the cause of death is healed before the soul leaves the body, the person is alive and functional (if there are no other injuries, and no stat is reduced to zero); however any stat

loss remains. If the soul has left the body before the cause of death is repaired, the body is functional but the character is in a coma and at -75 for even subconscious activity. The spell, Lifegiving must be cast on such a character before he can become functional once again. Lifekeeping doesn't restore deteriorated stats.

DETERIORATION OF STATS DUE TO DEATH

The mental stats (Memory, Reasoning, Self Discipline, Empathy, Intuition and Presence) deteriorate first. Each round after a character dies, roll for each mental stat and consult the Stat Gain Table 05-02. The column used is as follows:

10-14 STAT LOSS DUE TO DEATH	
Column 1	for rounds 1-6 after death
Column 3	for rounds 7-18 after death
Column 6-7	for all other rounds after death

The results on this table are the amounts by which the stats are reduced. Initially, only the temporary stats are reduced, not the potentials. Certain races add to the column number used; see the Race Abilities Table 04-01.

Every hour after a temporary stat is reduced to 0 the potential for that stat is reduced by an amount rolled on column 6-7 of the Stat Gain Table 05-02.

Sixty rounds (10 minutes) after death, the physical stats (Strength, Constitution, Agility, and Quickness) begin to deteriorate. Each hour roll on column 6-7 of the Stat Gain Table 05-02 for each of these stats, and decrease each one by the amount shown. As with mental stats, a physical stat cannot fall below 0. However, any further deterioration is taken off of the stat's potentials.

If any stat falls to 0 or below, the stat stays at 0 and the character remains in a coma even if the cause of death is repaired. The character can be brought out of this coma if the 0 stats are raised above 0. Deteriorated temporary stats can be raised to previous levels (but not above potentials) by the following methods: normal level advancement, certain healing spells (or herbs),

and/or by a normal healing rate of 1 point/stat/month. If potentials have deteriorated, stats cannot be raised above the new, inferior potentials until the potentials are restored (usually only by very powerful spells).

Example: *Elor the Rogue dies after eating a poisoned stew. Beginning the round after death, the GM rolls on the Stat Gain/Loss Table for each mental stat. Each result is subtracted from the given temporary stat. Soon Elor's temporary Memory stat reaches 0. All further rolls regarding Memory act to reduce the potential Memory stat. Sixty rounds after death, the GM begins the same process for Elor's physical stats. He will continue to roll on the Stat/Gain Loss Table until all the potential stats fall to 0.*

During a battle, a GM should keep track of how many rounds pass between death and the halting of the death process. Then after the resolution of the battle, he can make the calculation of stat reductions.

THE DEPARTURE OF THE SOUL

Normally 12 rounds (2 minutes) after death, a character's soul leaves his body. This time will vary depending upon the race of the dead character. See the Race Abilities Table 04-01. Once it departs the soul can only be returned through the use of powerful spells or herbs (e.g. *Lifegiving*).

10.10 DISEASE

Disease strikes almost everywhere at on time or another.

A person attacked by a disease must make a resistance roll, comparing his own level with that of the disease. (Use the Resistance Roll Table 05-05.) The victim adds his Constitution stat bonus and his Race bonus to the roll. When the poor victim fails the RR, the GM should determine the degree of failure by comparing the adjusted RR with the number needed to succeed. Unless the disease is described otherwise (e.g. the disease delivers only moderate effects), the amount by which the RR was failed indicates the severity of the effect as follows:

A variety of diseases are described in the Disease section below. For convenience's sake, they are grouped in 5 categories, according to effect/transmission:

10-15 DISEASE SEVERITY	
RR Failure	Effect Severity
01-25	Mild
26-50	Moderate
51-100	Serious
101+	Extreme

- Bubonic
- Chemical
- Genetic
- Pneumonic
- Psychiatric

Recuperation from the effects of disease should be analogous to recovery from injuries.

DISEASE DESCRIPTIONS

This section describes the effect of five categories of diseases, based on their severity level. The categories are ordered according to the type of transmission/effect:

Bubonic – Includes any viral or bacterial disease resulting from organisms that reside in the blood or other precious bodily fluids. Often transmitted by fleabites, etc.

Chemical – Includes all forms of chemical dependence on (i.e. addiction to)

herbs/drugs, alcohol, etc. or slow physical deterioration as a result of chemical alteration.

Genetic – Includes hereditary diseases such as dyslexia, hemophilia, sickle-cell anemia, etc.

Pneumonic – Includes any viral or bacterial disease carried in the air (e.g. transmitted by mist or breath).

Psychiatric – Encompasses neuroses (e.g. anxieties, obsessions, phobias, etc.) and psychoses (e.g. multiple personality, psychopathology, etc.).

EFFECT DESCRIPTIONS

These general descriptions and specific effects of certain diseases will vary, even if classified according to these categories. For disease descriptions located elsewhere in *Rolemaster*, *Space Master*, or *Shadow World*, treat the stated effect as extreme, applying the mild, moderate, and severe effects from this table if the victim's RR indicates a lesser severity level.

As with poisons, the effects are cumulative, so that a victim beset with two impairments – one reducing his activity by -20 and the other by -15 – is actually at -35. A victim experiencing serious effects must also weather moderate and mild effects. The effects of upper level severities include all the lower severity results in the same category. See the Poisons Table for a description of the time and area of effect.



BUBONIC

Transmission: Injection.

Description: Strikes in 1-10 days.

Mild – Rashes; mild glandular swelling; fever (-15).

Moderate – Inflammations and swelling in the glands, particularly in the armpit and groin areas (-25). There is a 10% chance per limb or eye of immobilizing puss-filled infections. (Limb or eye cannot be used until cured.)

Severe – Lesions ooze puss; bleeding through pores; high fever; complete immobilization (50% chance of coma for 1-50 days).

Extreme – Death due to viral or bacterial infection in 1-20 days.



CHEMICAL

Transmission: Ingestion.

Description: Strikes after continued exposure or use. Chemical dependence requires continued use or withdrawal symptoms will occur.

Mild – No significant permanent damage; withdrawal results in mild spasms, sweating, and irritability for 2-20 days (-15).

Moderate – Occasional hallucinations (5% chance -25); intermittent spasms (5% chance -35); double vision (10% chance -40); impaired Memory and Agility (-1 to -10 temp stat). Withdrawal results in immobility for 1-10 days (5% chance of death).

Severe – Frequent hallucinations (10% chance -50); intermittent fevers; shakiness; weakened temporary stats (each 1 + [-1 to 100]). Withdrawal results in immobility for 2-20 days (20% chance of death).

Extreme – A slow death (1-50 months) due to destruction of internal organs (e.g. liver, kidneys, intestines). Withdrawal results in immobility for 3-30 days (40% chance of death).

GENETIC

Transmission: Hereditary.

Description: Strikes prior to outset of character's entry into game or at a random moment during the game (e.g. whenever he rolls an unmodified 123).

Mild – 01-80 = an allergy (D10: 1. dairy products, 2. oak, 3. grass, 4. chocolate/cacao, 5. a specific type of beast, 6. alcohol, 7. a specific type of herb, 8-9. ragweed, 10. tanning juices or oil); 81-100 = mild dyslexia (double dev cost for written languages).

Moderate – 01-30 = epilepsy (any unmodified roll of 01 by character results in immobilizing seizure lasting 1-100 rounds); 31-50 = colorblindness (D10: either 1-2. complete, 3-5. blue/orange, or 6-10 red/ green); 51-80 = pronounced dyslexia (quadruple dev cost for written languages); 81-00 = narcolepsy (any unmodified roll of 02 by character results in 1-20 rounds of unstimulable sleep).

Severe – 01-20 = cell anemia (character immune to specific disease such as malaria but has a -25 Con penalty and bleeds at 2x normal rate); 21-60 = hemophilia (character bleeds at 4x normal rate); 61-100 = diabetes (30 Con penalty and character must prepare own food specially or suffer 50% chance of coma for 1-10 hours).

Extreme – Death in 1-100 days due to a cancer, or some extreme form of the plights listed above.

PNEUMONIC

Transmission: Inhalation.

Description: Strikes in 1-100 hours after exposure.

Mild – Fever; sweating; dizziness (-20).

Moderate – Raging fever (-25); infected wounds (if any -50); instability (-50 to MM and missile attacks);

Severe – Immobilizing coma for 1-100 day;

Extreme – Death due to viral or bacterial infection in 1-100 hours.

PSYCHIATRIC

Transmission: Environment.

Description: Strikes randomly, often as a result of trauma.

Mild – Mild neuroses include: 01-10 = stuttering; obsessions such as 10-25 = cleanliness and 26-40 = directed grudges; and light phobias such as 41-75 = vertigo (-50 to balancing maneuvers) and 76-100 = claustrophobia.

Moderate – Strong neuroses include: 01-75 = strong phobia (D10: 1. groups, 2. open spaces, 3-4. heights, 5-6 confined spaces, 7. water, 8. a specific animal, 9. storms, 10. riding); 76-100 = sexual disorder (D10: 1-2. fetish for particular type of object, 3-4. voyeurism, 5. sexual addiction, 6-7. exhibitionism, 8. compulsive sexual attraction to children or dead bodies, etc., 9. sadism, 10. masochism).

Severe – Psychoses include: 01-25 = manic/depression; 26-50 = paranoia; 51-75 = schizophrenia; 76-90 = hysteria; 91-100 = multiple personalities.

Extreme – Death in 1-50 weeks due to suicide (01-90) or murder/ suicide (91-100).

10.11 POISONS

Like diseases, poisons add spice and intrigue to a game. Some characters use them to coat weapons, while others perish after ingesting a tasty but poisonous draught. Their hidden dangers are frightening.

Poisons come in many forms. A variety is detailed in the Poison section below. Specific poisons are listed in the Enchanted Herbs, Breads, and Poisons Price Table located at the end of chapter 8. In both cases they are grouped in six effect categories:

- Circulatory
- Conversion
- Muscle
- Nerve
- Reduction
- Respiratory

Handle resistance rolls versus poison according to the disease RR guidelines above. Recovery from the effects of poisons should proceed in a manner similar to recovery from injuries. For more on poisons, see *Creatures & Treasures*.

POISON DESCRIPTIONS

The following section delineates the impact of six categories of poisons, based on their severity of effect (severity level). Effects are cumulative, so that a victim beset with two impairments – one reducing his activity by -15 and the other by -25 – is actually at -40. A victim experiencing serious effects must also weather moderate and mild effects. The effects of upper level severities include all the lower severity results in the same category.

Time of Effect – The time at which an effect sets in is variable; however, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for the severest effect first, thereby dictating the upper limit for lesser symptoms.

Area of Effect – The area affected by a poison often varies as well. Sometimes the victim's actions or the attack dictate the point of entry and the area first affected (e.g. a maneuver of critical strike indicates that the snake injects the nerve poison in the victim's leg), but occasionally there will be no indication of the initially affected spot. In this case, use the following location table.

10-16 POISON EFFECT LOCATION

Variety	Areas Affected (Suggested Sequence)
Circulatory	Feet, legs, hands, arms, abdomen, chest, neck, head.
Conversion	Kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Muscle	Hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart.
Nerve	Extremities, eyes, mouth, brain.
Reduction	Kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Respiratory	Lungs, throat, brain.

EFFECT DESCRIPTIONS

The following descriptions are general in nature. Specific effects of certain poisons will vary, even if classified according to these categories. For poison descriptions located elsewhere in *Rolemaster*, *SpaceMaster*, or *Shadow World*, treat the stated effect as extreme, applying the mild, moderate, and severe effects from this table if the victim's RR indicates a lesser severity level.

CIRCULATORY POISONS

Mild – Beginning in 1-50 rounds and lasting 1-50 hours: swelling around the point of injection or ingestion; drowsi-

ness (-15); slightly blurred vision (-25).

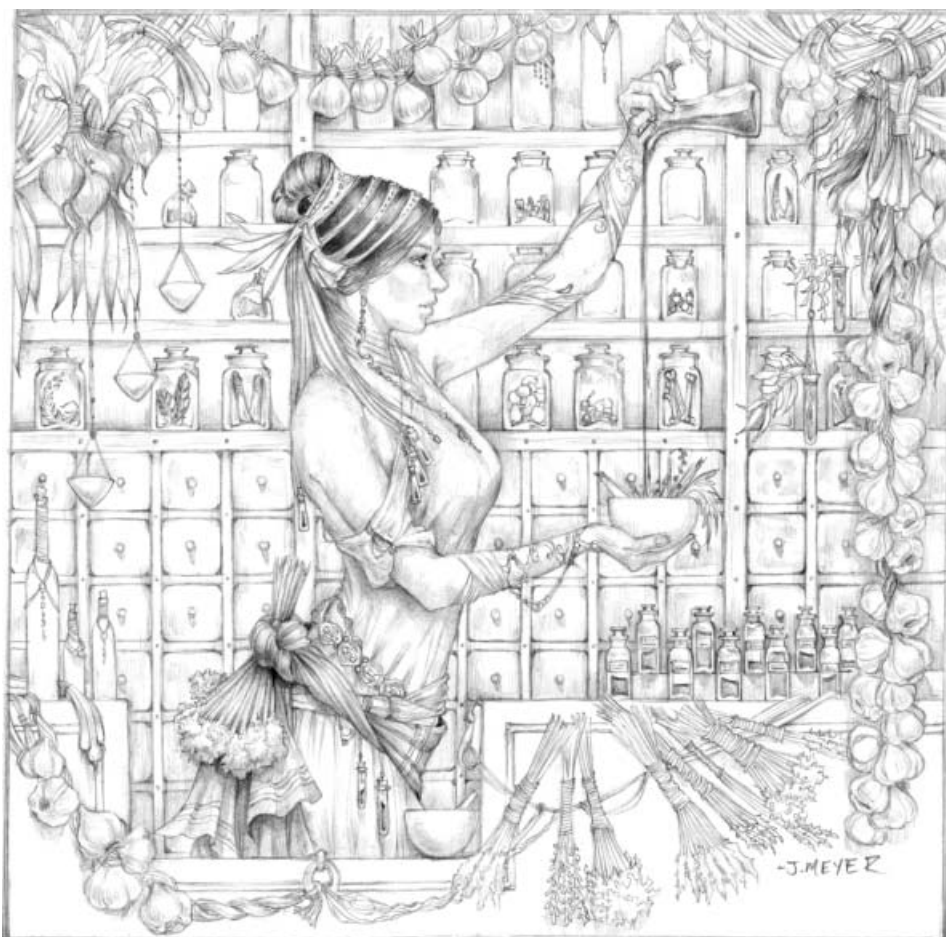
Moderate – Beginning in 3-30 rounds: lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers); mild euphoria (-20).

Severe – Beginning in 5-50 rounds: discoloration and chills; incapacitating headaches (no activity; 1-10 hits/round until unconsciousness or coma).

Extreme – Beginning in 10-100 rounds: death due to circulatory failure (i.e. oxygen starvation and associated waste poisoning).

CONVERSION POISONS

Mild – Beginning in 5-50 rounds: Queasiness and an upset stomach (2-20 hits;-20).



Moderate – Beginning in 10-100 rounds: painful vomiting (3-30 hits; 10% chance of incapacity each round).

Severe – Beginning in 2-200 rounds: partial conversion (1-100%) of bodily tissue to another form (with associated disability; death if area affected is a critical organ); victim at -51 to -100; lapse into unconsciousness 1-50 rounds after initial severe effect.

Extreme – Beginning in 20-200 rounds: complete transformation of bodily tissue to another form; death if area critical to survival.

MUSCLE POISONS

Mild – Beginning in 3-30 rounds: lightheadedness and swelling (-10); pain (1-5 hits/round).

Moderate – Beginning in 5-50 rounds: moderate loss of overall coordination (-30); in any given round, there is 5% chance muscles necessary to given action will not operate.

Severe – Beginning in 1-10 hours: fever and sweating; lapse into unconsciousness for 1-10 days.

Extreme – Beginning in 1-50 hours: death due to overall muscle failure (e.g. cessation of heart activity).

NERVE POISONS

Mild – Beginning in 1-10 rounds: mild loss of thought and motor coordination (-30).

Moderate – Beginning in 1-20 rounds: nervous system shock (5-50 hits; -75).

Severe – Beginning in 2-20 rounds: stroke (-100); temporary stats reduced by 1-80 (D100 roll, ignoring 81-100).

Extreme – Beginning in 2-50 rounds: Death due to brain failure.

REDUCTION POISONS

Mild – Beginning in 10-100 rounds: great pain (4 hits/round until unconscious).

Moderate – Beginning in 20-200 rounds: bleeding through pores (3 hits/round).

Severe – Beginning in 30-300 rounds: incapacitation; after 1-100 minutes lapse into coma lasting 1-100 days.

Extreme – Beginning in 1-10 hours: death due to dissolution of vital tissue, destruction of associated organs (e.g. liver reduced to fluid).

RESPIRATORY POISONS

Mild – Beginning in 1-20 rounds: mild euphoria (-20).

Moderate – Beginning in 2-20 rounds: significant euphoria (-50); choking pain (1-5 hits/round for 1-100 rounds).

Severe – Beginning in 1-100 rounds: uncontrollable coughing (1-10 hits/round for 1-10 rounds); lapse into unconsciousness; 50% chance of coma for 1-10 days.

Extreme – Beginning in 2-200 rounds: death due to respiratory failure and associated oxygen starvation.

10.12 NON-PLAYER CHARACTERS

The actors in an FRP campaign are the PCs and NPCs. They help dictate the flow and provide the chief means of interaction between the participants. So, after creating the setting and initiating the flow of events, the GM should assemble the principal personalities of the world, and develop a means of providing less documented NPCs should the need arise. Again a simple table or list summarizing their capabilities and interrelations proves invaluable. Once this is done the GM is ready to start work on the PCs.

The NPCs comprise all the individuals that run or figure prominently in the world, and/or interact with the PCs. Some are unique and spectacular. Most of them, those that deal with the PCs in more mundane ways, are simply individuals drawn from the local culture.

GENERAL OR TYPICAL NPCS

The cultural summaries reflect the typical appearance, dress, language, values, and possibly motivation of members of the various classes of each society. This gives the GM the basis for drawing up typical NPCs from those groups. One simply:

- Looks at the culture;
- Adds notes concerning the given class or profession's mood or attitudes;
- Details the scope of variation and provides for it in the form of items and special abilities; and
- Finally allows for individual personalities.

A summary of typical NPCs should emphasize statistical ranges rather than specifics, since one is dealing with a general class and not simply one individual. The

precise information on an NPC drawn from the given class might be ascertained as late as the time of an encounter, and can be achieved with a few dice rolls. (Remember that the ranges should reflect the type of dice employed in your game. Percentage ranges, for instance, do not fit well into a game using exclusively six-sided dice.) A good summary might cover both the common class members and their leadership, and include statistics for:

- Class name, the official or commonly used label
- Class size, including major sub-groupings
- Number in units normally encountered
- Level
- Hits
- Dress and/or armor type
- Defensive bonus
- Whether they carry any shields or parrying weapons, and what type
- Offensive bonuses for both melee and missile combat, including the type and any special adds of their favored weapons
- Maneuver bonuses for static and moving actions
- Skills and associated skill ranks and bonuses
- Spell using ability, including their source of power, power points, resistance, and the level and types of favored spells or spell lists they employ
- Character notes on disposition, habits, unusual physical traits, likes and prejudices, etc.

Average NPC statistics drawn from *Rolemaster* are listed in the Non-player Character Table 10.18 in *Character Law*. They help a GM determine NPC combat and spell characteristics. Once the classes of typical NPCs are documented, the

GM can place them on maps covering the area in which they reside. This is normally not necessary until NPCs enter the society's territory, however. The large campaign map indicates the area(s) in which their culture is prevalent, and when PCs enter those regions, the more specific maps come into play.

SPECIFIC NPCS

Powerful or prominent individuals require more thorough and specific coverage than those described above. It is they that run the societies that occupy and/or dominate the world, and their personalities affect the flow of events. The PCs often hear much more about their peculiar quirks as well. When documenting these folk the GM should use the same procedure used for the other NPCs; however, the data must be accurate and not simply expressed as ranges. In many cases, they are very important or unusual members of classes already described, and the task proves easy.

10-17 Non-Player Character Table	
† Columns of bonuses for these abilities will vary among the three professions given. The bonuses given are the ones for the profession with the most average skill development cost.	
* Defensive bonuses so marked should be adjusted if the NPC has thrown his defensive spells (usually shield, blur, etc.).	
NONE	No armor is usually worn.
RL	Soft leather or rigid leather may be worn with minimum maneuver penalty.
CH	Soft leather, rigid leather or chain may be worn with the minimum maneuver penalty.
ANY	Any armor may be worn with minimum maneuver penalty.
Y	A shield was assumed when calculating the defensive bonus.
N	A shield was not assumed when calculating the defensive bonus.
STK	Only striking martial arts attacks may be made with the given bonus.
ANY	Either of the martial arts attacks (striking or sweeps & throws) may be made with the given bonus.
ONE	One of the martial arts attacks may be made with the given bonus.
Note: These bonuses assume a stat bonus of 5 or 10 for skills that are usually associated with the prime requisite of the class. The given bonuses reflect a slightly above average total capacity for each of the given classes in order to reflect the possible range that can be obtained.	

Nonetheless, the character's statistics and personality notes should be more extensive. Coverage of their political alliances, family, and abode(s) should be included. The GM may wish to generate some or all of the NPCs in the same manner as they would a PC.

The characters whose actions are not under the control of a player (non-player characters, NPCs) are usually under the control of the GM. The extent to which these "NPCs" are developed and interact with the players is a factor that often determines much of the flavor and color in a fantasy role playing game. A variety of NPCs can often inject action and uniqueness into a game. However, it is often a difficult chore to determine the capabilities and skills of a large number of NPCs. To help alleviate some of this hassle, the Non-Player Character Table 10.18 is provided.

This table provides a set of skill bonuses for each of the professions described in *Character Law*. A variety of other statistics concerning each class is also provided. Statistics for Levels 1, 3, 5, 7, 10, 15, and 20 are given. To obtain the statistics for some other level, merely extrapolate.

Separate statistics are given for Fighters, Thieves, Rogues, Warrior Monks, Monks, Rangers, and Bards. Statistics are given for categories of the other character classes: Pure spell users of Essence (Magicians, Illusionists and Alchemists), Pure spell users of Channeling (Clerics, Animists and Healers), Pure spell users of Mentalism (Mentalists, Lay Healers and Seers), and Hybrid spell users (Sorcerers, Mystics and Astrologers). These spell users are grouped into categories because their capabilities differ mainly in which spell lists they know.

These skill bonuses assume that the NPC has average stats in his non-prime requisites and 90's in his prime requisites. Race attributes, magic items, and spells do not figure into these bonuses. Certain skill bonuses are marked for Pure and Hybrid spell users. The skills so marked will vary for the professions within the category being described. The skill bonus given is for the profession within the category with the average development cost. The profession(s) with higher or lower than average development costs should have its bonus lowered or raised respectively.

10.13 THE PLAYER CHARACTERS

FRP games are social events, so a GM should assemble a group of folks he enjoys playing with, and who enjoy playing with each other. Talk over the rules to be used, particularly any unpublished material that the players do not have access to. The GM should also take care to explain his view on the relationship between the players and the GM. By establishing rules on participation, authority, and debate at the very outset, later problems will be avoided.

At this point the GM can begin working on the individual PCs. Certain steps will prove helpful:

Player Desires: Discuss the player's desires concerning their character's nature and background. Some players, notably devoted role players, are very concerned with the details of motivation and emotion associated with their PC; others have a burning desire to undertake a particular quest. Still others have a peculiar race or profession in mind. In every reasonable case attempt to indulge the player, after all this is a fantasy.

Game System: Help players unacquainted with, or new to, the game system practice generating a character.

Game Setting: Make sure the player understands the setting, given the limitations of his character. Go over the general political situation and discuss the significant events and trends known to the character.

Character Generation: Have the players generate their characters using the system chosen for the campaign. In the case of *Rolemaster*, use the sequence for creating and molding characters found in chapter 2.0 of *Character Law*.

Character Background: Develop a general background for the character, noting the player's desires and whatever data derived from the character generation process. You may wish to permit the player to select or design elements covering much of his own past. For instance, optional rules for background options can be found in chapter 6. Whatever, the choice of attributes or assets, incorporate them into the character's heritage. Include information concerning the character's (a) birthplace, (b) family origin and history, (c) place of

10-18 Non-Player Character Table													Maneuver Statistics				Misc. Statistics				Spell Statistics																								
Profession	Lv- L	Combat Statistics											Ride/ Swim				DaT/- PkL				S/H				Perc				# Adr Mvs				Lang to Lvl 5				Runes/ Stv& Wnd				# Spell Lists Known to				LVL
		Armor			O.B.		Martial Arts			Dir.		5th Level																									10th Level		20th Level						
		AT	DB	Sh	Melee	Missile	Rank	Type	OB	Amb	Hits	Sp																									Climb	Swim	PkL	S/H	Perc	#	Bns	Lvl 5	
Monk	1	NONE	15	N	5	10	1	ONE	20	0	15	-25	10	5	5	10	5	2	20	2	5	-25	0	0	0	0	1																		
	3	NONE	25	N	10	20	1	ONE	40	1	25	-25	15	10	5	20	10	2	30	2	10	-25	0	1	0	3																			
	5	NONE	30	N	15	25	1	ONE	55	1	35	-25	20	20	10	30	15	3	40	2	15	-25	0	2	0	5																			
	7	NONE	40	N	20	30	2	ONE	60	2	45	-25	25	30	10	40	20	3	50	2	20	-25	0	3	0	7																			
	10	NONE	55	N	25	40	2	ONE	70	3	50	-25	35	40	15	50	30	3	55	3	25	-25	0	4	0	10																			
	15	NONE	60	N	30	50	3	ONE	70	4	55	-25	45	50	20	50	40	4	65	3	30	-25	1	3	1	15																			
	20	NONE	60	N	35	50	4	ONE	70	5	60	-25	50	50	20	50	40	4	70	3	30	-25	1	1	4	20																			
Ranger	1	RL	25	Y	20	10	1	STK	5	1	20	-25	10	5	5	15	5	0	-	2	5	10	0	0	0	0	1																		
	3	RL	25	Y	35	20	1	STK	5	2	35	-25	15	10	5	30	10	1	10	2	10	15	0	1	0	3																			
	5	RL	25	Y	50	30	1	STK	10	3	45	-25	20	20	10	45	15	1	20	2	10	20	0	2	0	5																			
	7	RL	25	Y	60	45	1	STK	10	4	65	-25	25	30	10	50	20	1	30	3	15	25	0	3	0	7																			
	10	RL	25	Y	70	50	1	STK	15	6	90	-25	35	40	15	55	30	1	40	3	20	30	0	4	0	10																			
	15	RL	25	Y	75	55	1	STK	15	6	100	-25	45	50	20	60	40	2	40	3	25	35	1	3	1	15																			
	20	RL	25	Y	80	60	1	STK	20	6	110	-25	50	50	20	65	40	2	40	4	30	40	1	1	4	20																			
Bard	1	NONE	20	Y	20	5	1	STK	5	0	15	-25	10	5	5	10	5	0	-	5	15	-25	0	0	0	0	1																		
	3	NONE	20	Y	30	15	1	STK	10	0	30	-25	15	10	5	20	10	1	10	6	20	-25	0	1	0	3																			
	5	RL	20	Y	45	25	1	STK	15	1	35	-25	20	20	10	30	15	1	20	7	25	-25	0	2	0	5																			
	7	RL	20	Y	50	40	1	STK	20	1	45	-25	25	30	10	40	20	1	30	8	30	-25	0	3	0	7																			
	10	CH	20	Y	55	45	1	STK	25	2	50	-25	35	40	15	50	30	1	40	9	35	-25	0	4	0	10																			
	15	CH	20	Y	60	50	1	STK	30	2	55	-25	45	50	20	50	40	2	40	10	40	-25	1	3	1	15																			
	20	CH	20	Y	70	50	1	STK	35	3	60	-25	50	50	20	50	40	2	40	11	50	-25	1	1	4	20																			
Fighter	1	ANY	30	Y	35	35	1	STK	20	1	25	-25	10	10	10	10	10	3	10	2	-25	-25	0	0	0	0	1																		
	3	ANY	30	Y	60	60	1	STK	30	3	45	-25	15	20	15	20	20	3	10	2	5	-25	0	0	0	3																			
	5	ANY	30	Y	80	80	1	STK	40	4	65	-25	20	30	20	30	30	3	30	2	5	-25	0	0	0	5																			
	7	ANY	30	Y	95	95	1	STK	50	6	95	-25	25	40	25	40	40	3	40	3	5	-25	0	0	0	7																			
	10	ANY	30	Y	115	115	1	STK	60	7	115	-25	35	50	35	50	50	3	50	3	5	-25	0	0	0	10																			
	15	ANY	30	Y	140	140	1	STK	70	11	155	-25	45	60	45	60	60	4	50	3	5	-25	0	0	0	15																			
	20	ANY	30	Y	160	160	1	STK	80	14	Max	-25	55	70	55	70	70	4	55	4	10	-25	0	0	0	20																			
Thief	1	RL	15	N	25	20	1	STK	5	4	15	-25	20	10	20	20	20	2	10	2	5	-25	0	0	0	0	1																		
	3	RL	15	N	45	40	1	STK	10	8	25	-25	35	20	40	40	40	2	20	2	10	-25	0	0	0	3																			
	5	CH	15	N	60	50	1	STK	15	12	35	-25	50	30	50	50	50	2	30	2	15	-25	0	0	0	5																			
	7	CH	15	N	75	60	1	STK	20	16	45	-25	60	40	60	60	60	3	40	3	20	-25	0	0	0	7																			
	10	ANY	15	N	90	70	1	STK	25	22	60	-25	70	50	70	70	70	3	50	3	30	-25	1	0	0	10																			
	15	ANY	15	N	110	80	1	STK	30	32	85	-25	80	60	80	80	80	4	50	3	40	-25	1	0	0	15																			
	20	ANY	15	N	130	90	1	STK	35	42	105	-25	90	70	85	85	85	4	55	4	50	-25	2	0	0	20																			
Rogue	1	CH	25	Y	30	30	1	STK	10	3	20	-25	10	10	10	15	15	2	10	2	5	-25	0	0	0	0	1																		
	3	ANY	25	Y	55	55	1	STK	20	6	35	-25	15	20	20	30	30	2	20	2	5	-25	0	0	0	3																			
	5	ANY	25	Y	75	75	1	STK	30	9	50	-25	20	30	30	45	45	3	30	2	10	-25	1	0	0	5																			
	7	ANY	25	Y	90	90	1	STK	40	12	65	-25	25	40	40	55	55	3	40	3	10	-25	1	0	0	7																			
	10	ANY	25	Y	110	110	1	STK	50	17	90	-25	35	50	50	65	65	3	50	3	15	-25	2	0	0	10																			
	15	ANY	25	Y	130	130	1	STK	60	24	125	-25	45	60	60	70	70	4	50	3	25	-25	2	0	0	15																			
	20	ANY	25	Y	150	150	1	STK	70	32	150	-25	55	70	70	80	80	4	55	4	30	-25	3	0	0	20																			
Warrior Monk	1	NONE	20	N	15	20	1	ANY	25	1	20	-25	10	10	10	10	10	5	20	2	-25	-25	0	0	0	0	1																		
	3	NONE	35	N	20	35	1	ANY	45	3	35	-25	15	20	15	20	20	5	35	2	5	-25	0	0	0	3																			
	5	NONE	50	N	25	50	2	ANY	55	4	50	-25	20	30	20	30	30	5	50	2	5	-25	0	0	0	5																			
	7	NONE	60	N	30	60	2	ANY	75	6	65	-25	25	40	25	40	40	5	60	3	5	-25	0	0	0	7																			
	10	NONE	70	N	40	80	3	ANY	85	7	90	-25	35	50	35	50	50	5	70	3	5	-25	1	0	0	10																			
	15	NONE	75	N	50	100	4	ANY	95	11	125	-25	45	60	45	60	60	5	80	3	5	-25	1	0	0	15																			
	20	NONE	80	N	55	110	4	ANY	105	14	150	-25	55	70	55	70	70	5	90	4	10	-25	2	0	0	20																			
Hybrid Spell Users	1	NONE	5*	N	5	-25	1	STK	5†	0†	10	-15†	-25	5	-25	5†	5	0	-	3†	15†	10†	1	2	0	0	1																		
	3	NONE	5*	N	10	-25	1	STK	5	0	15	-15	5	10	-25	5	10	0	-	4	30	20	1	5	0	3																			
	5	NONE	5*	N	15	-25	1	STK	5	0	20	-15	5	15	-25	10	15	0	-	5	45	35	2	6	0	5																			
	7	NONE	5*	N	20	-25	1	STK	5	0	25	10	5	20	5	10	20	0	-	6	50	45	1	9	0	7																			
	10	NONE	5*	N	30	-25	1	STK	5	0	35	20	10	30	5	15	35	0	-	7	60	55	2	11	0	10																			
	15	NONE	5*	N	40	-25	1	STK	5	0	45	35	15	40	5	15	45	0	-	8	70	65	2	8	5	15																			
	20	NONE	5*	N	50	-25	1	STK	5	0	50	50	20	40	5	20	50	0	-	10	75	70	2	12	6	20																			
Pure Spell Users of Essence	1	NONE	0*	N	5	-25	1	STK	-25	0†	15†	-15†	-25	5	-25†	5†	5	0	-	3†	25	-25	0	3	0	1																			
	3	NONE	0*	N	10	-25	1	STK	-25	0	15	10	5	10	-25	5	10	0	-	4																									

upbringing, (d) parents' natures and desires, (e) childhood and adolescent experiences, (f) race and racial motivation, (g) culture and cultural motivation, (h) physical traits and peculiarities, and (i) psychological character.

Current Status: Review the character's current situation, including his means of livelihood (e.g. family trade, profession, etc.). Go over the events leading up to the immediate moment at which play begins.

Final Questions: Discuss the character with the player, answering any lingering questions and getting a clear idea of the role the player desires. Note any last minute requests for more extensive material.

10.14 THE STARTING SCENARIO

With the NPCs detailed or provided for and the characters generated, the campaign can commence. At this point, the only obstacle is a provision for starting the action in motion. The GM needs to create the scenario that will serve as the story's opening. It is important to be careful with this first adventure, for it may set the tone for the entire campaign. Some useful steps follow:

Sketch out locales surrounding the core area. By using the rough foundation of the core area, the GM should fill in the specific features of the surrounding region, paying particular attention to the places and inhabitants along the routes out of or connecting to the starting points for PCs. This applies to local cultures, beasts, NPCs, recent events, etc. These are constructs the GM knows will interact with the players.

Example: *A group of PC ruffians gathers at an inn in search of a lucrative expedition. The GM should make sure the inn is completely laid out and detailed, but he should also be careful to map out the route the expedition will take out of town, and provide for the eventual destination.*

Set up options for adventure. Develop the situation in the starting locale in such a way as to create avenues of adventure, choices for the players. The number of adventure options should correspond to the amount of time the GM has to cover the

different routes the PCs might elect to take. The GM should provide as many options as they can manage, but no more.

Gather the characters. Start the PCs in one or more common places, or bring them together at one or more central locations. This action will enable them to decide whether or not they will adventure together. This can be accomplished in a number of ways, notably via a:

Search – one or more PCs are specifically seeking one another as a result of their background;

Common job – advertising or general knowledge tells the PCs to gather at a place if they seek a well-paying job, such as guard duty on a caravan or the clearing of a ruin;

Common danger – adversity such as a war or bounty drives the PCs to a place of relative safety;

Disaster – a catastrophe such as a famine or shipwreck forces the PCs into a confined area;

Public gathering – a fair, or contest brings the PCs together in competition;

Private gathering – the PCs encounter one another as representatives or witnesses to a diplomatic or intellectual gathering, parties to a conspiracy, or some special private event;

Voyage – the PCs journey along a certain route or to a set destination on the same ship or caravan;

Imprisonment or flight – one or more PCs are prisoners or slaves who have fled, or are about to escape. Any other PCs might be involved in aiding or accompanying them, should they so desire.

Regardless of the scenario, keep in mind two factors when starting the group.

Allow for the PCs to purchase goods with any cash they start with, either before the outset of the campaign (e.g. before they left home) or as a part of the opening adventure

Be clear regarding the feelings of the players about each other and the various PCs.

APPENDIX



Name:

Profession _____

Race _____

Realm _____

Lvl _____ XP _____

Ht _____ Wt _____ Age _____

Eyes _____ Hair _____

Appearance _____ Sex _____

Languages _____

W

S

Stats

Temp Pot Bon + Race + Spec = Total DPs

Co _____

Ag _____

Sd _____

Re _____

Me _____

St _____

Qu _____

Pr _____

In _____

Em _____

Total DPs _____

Equipment

Item

Location Weight

Hit Points

RUNNING TOTAL

Power Points

RUNNING TOTAL

Defensive Bonus

Armour Type

AT

Qu Bonus

Magic

MA

Shield

Other

Total DB

Weapon

Bonus

17-20

13-16

9-12

5-8

1-4

AT adjustment

Martial Art

DB

Sw/Th

1

2

3

4

Rank Bonus

Character Notes

Total Weight _____

BMR

Weight Allowance

Encumbrance

RRs Vs

Race

Stat

item

Spec

Misc

Total

Essence

Channeling

Mentalism

Disease

Poison

Treasure

MP _____ PP _____ GP _____ SP _____ BP _____ CP _____ TP _____ Other _____

[illegible]

11-02 EXPERIENCE POINT SHEET

CHARACTER							
Maneuver Points	Points given						
	Difficulty multiplier						
	Basic Exp. multiplier						
	Total						
Travel Points	Miles traveled						
	Danger multiplier						
	Basic Exp. multiplier						
	Total						
Death Points	Your own kill value						
	Death multiplier						
	Basic Exp. multiplier						
	Total						
Spell Points	Power pts. cast						
	Basic Exp. multiplier						
	Total						
Religious Points	Points given						
	Basic Exp. multiplier						
	Total						
Essence Points	Gold pieces destroyed						
	No Basic Exp. multiplier						
	Total						
First Foe	Level of foe						
	Foe's hits						
	Kill pt. bonuses						
	Basic Exp. multiplier						
	Total kill points						
	Critical given						
	Critical type multiplier						
	Foe status multiplier						
	Basic Exp. multiplier						
	Total critical pts.						
Hit points							
Second Foe	Level of foe						
	Foe's hits						
	Kill pt. bonuses						
	Basic Exp. multiplier						
	Total kill points						
	Critical given						
	Critical type multiplier						
	Foe status multiplier						
	Basic Exp. multiplier						
	Total critical pts.						
Hits points							
SPECIAL TOTAL							

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